//10 minute

1. Introduction:

Hello everyone. My name is Anh. I have been a member of our game designing program since week 1. Today, may I stand here and humbly present to you the game I wrote. The game may be simple but the journey to complete it was not.

Back in those beginning weeks, I felt left out because, firstly, I didn’t like playing games and more importantly, I was really behind in the team while my friends had already understood the lecture and implement them

However, at the Hackathon last week, things changed. I experienced Oculus and Google Card Board for the first time, seeing many coders successfully turn their idea into finish product. As a result, I got hyped up and dreaming about finishing a simple game on my own. Not just charizard up and down and cookies moving across the screen, I want a game.

At first, I didn’t understand anything. So I looked all the codes so far and asked our teacher, Paul and Vihan. Thank god they were the nicest people ever to ask for wisdom. Sending messages isn’t enough, I talked to them about my game in person. I learned debugging using breakpoints, reading and understanding sfml library and more. But also, I got to learn to solve problems in many different approaches and cool tricks the teachers taught. More importantly, you guys know the victory feeling you get when your codes work? I got to experience it a lot of time. When every single little change works, I got a shot of endorphin and more creativity. First it was Charizard sliding up and down and cookie flying randomly, then Charizard start shooting fire, then the fire will make the cookie disappear. The more time I had to fix one bug, the more successful I will feel afterwards. Every time the game run sucessfully, new ideas keep coming. It’s like a cycle of euphoria

In the end, our game maybe simple now but there’s always rooms to realize new idea