I enjoyed learning how to program in Mr. Rexhepi’s class and enjoyed the company of my peers. For my summative game, I created a shooting game similar to Galiga and space invaders, which were one of the popular games back in the day. One difficulty I came across while creating the game was the collision. I had added the collisions and it was working, however when I noticed carefully, it came to me that the asteroids in my game weren’t actually hitting my player (spaceship); the program considered 5 pixels away from the actual image as collision. This problem would have made my game unplayable and would have lost its rewarding aspect for the player for dodging the asteroid if I hadn’t found a way to circumvent this problem. To fix this problem I created a radius for my image and drew a circle on top of the asteroids and player. I tested with the radius and the circle on top of the sprites to see which circles fit my sprites perfectly. After that was done, in my collision detection I added a command which looked for collisions of circles, and then I got rid of the drawing circles command. This dealt with my problem of the crappy collisions that I had earlier. Now it looked like the asteroids were actually touching my player (spaceship). One problem that I wasn’t able to figure out was an error that read: “referenced before assignment”. This problem made my game unable to restart after the player had died. I had asked Mr. Rexhepi about this issue and he had suggested that the variable, at that time when I called it had no value and therefore was unable to proceed into the next line of code. I tried using multiple if statements to fix this error but had no hope. Overall, I used certain aspects from what I learned over the past couple of months in this course and applied it to my final summative. I used: if statements, while loop, for loop, functions, return, data types and many more to bring my game into a reality. In addition, I had to research the basic ideas such as classes, sprites, and other commands that were required for the game to run properly. All in all, computer tech was a good learning experience, Mr. Rexhepi was always eager to help, and I would take this course again next year as one of my electives to further elaborate my knowledge on computer programming.