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Post Reflection

I know that a lot has changed in my abilities from the start of this course to now. My life as a coder before this class was honestly pretty dim. I hopped around a lot of different coding languages. gdscript, c++, c#Python, Java and Lua come to mind when I think about my past as a coder. I would learn the basics and make really simple game demos or follow tutorials. most of the time I would give up when it would get more advanced because I lacked a spine to fight against failure. Even though I gave up many times, I believe that the collective knowledge of all of my attempts combined made a somewhat stable base. The only real education that I have received for coding was a class I was thrown into in the middle of the first semester in 11th grade. That was a nightmare that made me not enjoy coding. I thought at the start of this class that maybe those feelings would come back to haunt me, which would heavily impact my coding. I feel like my knowledge is just as valuable as how enthusiastic I am to code so this is why I talk about this.

Looking back at my knowledge, comprehension and overall feeling to coding, everything has improved by leagues. I think that I spent the time needed to actually improve and once I saw that the water wasn't as scary as before I started tinkering with what I could do. Before I would always stick to my guns, if statements were my life line, I would ONLY use if statements, any logic I needed for something to work, I would use if statements even if another alternative was simplistic and more straightforward. This was the point of time that I was scared to get my feet wet. An example of this was the clock in the art jam. I was definitely feeling more comfortable with coding during the making of my jam, but I didn't want to experiment with what I could do so I went to the ol' reliable. In retrospect I did make something awesome but I think it

shows both my growth in coding and also my flaws. I made a very unique piece of code, but only because I was too scared to go out and find a "better" way. I started to really have fun with coding during this process and also after the fact. This alone would definitely help and it did but I still would have to push myself to try new things. As the course continued I developed an interest in how I manipulate visual effects based on movement and using random(). This shows in a lot of my following challenges. I think the biggest change for me is how I started to perceive code. Before this class making a script for a task felt like a whole "part". It felt like the only step to solving it was solving it. As I write this I feel like I can tackle bigger coding projects and almost break them apart into more manageable pieces. I started to also do way more coding outside of the class which is my most favorite takeaway. For the time we spent together my biggest coding/game accomplishment would be a game I made for a itch.io game jam I named REWALK. This was a multi day project for me and i was really proud that I could stack my effort to make it. The game is a memorization game where you have to memorize how many cacti and bones pass the screen, and at the end of the round you must type the right amount or you lose. The code was still a challenge and I had to look up alot but i dont believe that the coding I did before could even attempt something like this. I brought habits that were made in this class onto the project, camel casing, arrays instead of endless variables, making comments and also organizing separate pieces to combine them altogether. I now have the knowledge of knowing what improves my skills as a coder, and I think for me that is by pushing the bar just out of reach so i have to experiment my way there. I have to be patient and search for answers instead of just throwing in the towel. This all seems very obvious but actually doing these things is not as rewarding when you do it. I always told myself that I just have to put in the time but i didnt actually know what that means and why putting in the time works. To sum it all up I feel like I see a path to what I can work on and go into in terms of coding.

For my future as a creative coder I think that there are many possibilities. I thought that I would only enjoy game development but I feel like now the coding aspect is also very fun. I don't

think that I fit the belt of a "creative coder", I have much more to learn. I think the path to getting there will take structured projects that are just out of reach but not too complicated. I also think that I should try and mix it up in terms of my work flow, maybe some cheeky new organization, functions, and who knows. I put my enjoyment above all in this process and I don't think that I will ever change that, and if I do I hope I am not sad. I want my coding process to be exciting and strange, if the way that I assembled that clock in the art jam was a style. I want that style and I want it to grow into something that is something new all together. I feel like I value the physical code now just as much as I do the process of making it. When I am comfortable and confident in what I do in terms of coding then I feel that I will fill the role of "creative coder". This class was wonderful for making coding more human and I am really thankful for that. I hope I take many more steps in the future and I feel the same way about coding as I do now. That would be the ideal future for my "coding career".