I think week1 clone is a hard-core warm up for real hhhh. Recall that I took the Intro to programming a year ago. It's like not so long ago but I do forget everything instead of knowing that we have to have a room to host all the objects and we code in objects (and draw sprites).

Yeah, everything about the language, I kind of forgot everything… It did take some time to do research and watch tutorials for all the basics. But I do learn something new during the clone:

For instance 👇
   - Draw GUI: to draw things above everything (drawing on another layer)
   - How to do a text box
   - To have multiple npc inside one room (I only did two objects interaction before)
   - AND, if you are calling the object, don't give that obj a sprite. Or you will have two textboxes drawn on screen! 【I thought it has to be something wrong with coding; therefore spent hours checking and it turned out to be adding an extra sprite to the obj >0<

Though, I think there is still a little bug when you press space with npc2, the text box is not in the position it is supposed to be in….but I really couldn't figure why since everything else is running well (by everything else I mean the textbox position for npc1 conversation).

By the way, I was shocked when we watched Shannon's clone. That, omg, that was almost identical!!