

Reflection

I think the external circumstances that I have faced have greatly affected my journey in not only this course, but in all of my schooling. In the beginning of the semester, it was easier for me to complete the assignments, but with time my mental health just dropped and just doing basic things became really tough. I actually have basic coding knowledge before going into this course, as I have previously experimented in p5js in my previous college class. Despite everything, I do heavily enjoy the content from this class immensely. I think the way it is organized also helps me. The thorough text based instructions as well as videos make it easier for me to absorb all this information, since I do not necessarily need to rely on audio.

I think some of the challenging elements in coding for me, are usually structure and communication. I am not used to making comments, or making my code readable for others, as I often just code for myself. I picked up coding to be able to make my art more interesting as well as achieving my game goals. I also struggle with how to communicate in general, and it brings me great anxiety to communicate. I think that hinders my way of making appropriate commentary, as they are probably on the blunter side.

Something else, that is rather specific that is often time consuming to me while coding during this course, is making image properly appear. I think I just need more practice in that aspect.

What I'm most proud of during this course is to be able to expand my internal database. My main knowledge of coding in p5js is making works that feature random generation attributes, without specifically having game features. Being able to adequately add text, images, and even basic gameplay in js makes me satisfied. I am also proud that even though I am now late in submissions, I still have somehow completed them.

I hope that I can improve in programming and be able to learn more and expand its practice. I do envision myself mainly working on visual novels or dating simulators, which are games that don't necessarily weigh on gameplay to be interesting, but I think it would still be nice to learn how to code a multitude of things.