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I see programming as an effective tool that allows me to execute creative projects and bring them to life. It allows me to do more with my illustrations than just leaving them as drawings, such as being able to integrate my art into bigger projects, like animations or games. I do enjoy drawing just illustrations, but being able to put them in games is also enjoyable. It allows them to have a more interactive aspect. I think it's fun to be able to do more with illustrations, and programming is also an important aspect of game making, which is something I want to continue exploring.

I think I am the most comfortable with programming basics or while following a guide, as I generally do well with step by step instructions. I think I'm still at the point in programming where nothing feels too challenging, because I try to simplify it as much as I can. However, I am aware that coding can get harder. When there are many bugs it can get overwhelming, but it is a lot of trial and error. I believe you can't have the mindset to give up right away when you are faced with a mistake, even if it is discouraging. I also think taking breaks from coding, or anything that you're working on, is important to be able to manage. I do think what I struggle the most with is when I try to do something that slightly deviates from a given example. I usually

Media that inspires me that uses code are usually games or websites. While I have always been more drawn to narrative, design or aesthetics aspects of games, because story and art are what I am the most comfortable with creating and consuming, I think that coding is still a necessary aspect. The main thing that involves coding that currently inspires me are narration and art based games. They tend to be mobile games. I think what's interesting about those games is that they usually have some kind of interactive user-interface. Some of them emulate the look of a real phone and allows for texts from the characters. Each specific element associated to the game is divided and associated an in-game app that allows us to access them while clicking the selected icon. I do think this element combines both design and coding.

I'd love to be able to explore more about programming and eventually be able to make games that have more complicated gameplay, then just story based gameplay that mostly involves clicking and mouse input. I also find that open-world games where there is a focus on interaction with the world and its environments are fun. Because of the many different aspects, such as having weapon system, eating system, fighting system and more, I understand how complicated it can get. I've coded the basis of an rpg before and even just the bases is a lot. Making sure every element works as we go and don't overlap with any other can get complicated. I think one of my goals it to be able to recreate a world like that with ease.