

Holy doodles! So I hadn't stop to think, I mean REALLY think, about the progress I've made in 253 until this assignment. Looking back on my very first assignment in this course, it seems almost unfathomable that only 2 months ago, I was struggling to understand things as simple as drawing shapes, to now where I'm working on building a game engine in P5 and JavaScript. Additionally, I've found myself programming to be far more interesting and accessible than I had originally anticipated. The long nights of trying to work through problems and realizing I need to learn completely new elements turned out from being a source of frustration, to something I do in my spare time just because I enjoy the challenge.

The two main projects I've undertaken this semester are incredible sources of joy that allowed me to fulfill one of my life goals of making games or interactable media. And though I know this course didn't take into account the visuals of my projects, because able to build every piece of them with total control allowed me to grow in other areas as well. Once this semester is over, my plan is to continue working on Project 2 and developing it over a year or so to see what I can make of it.

With this semester ending, I'm relieved to know that I've signed up for Creative Computation 2 as I would love further opportunities to push what I've already learned. My focus, at least for the foreseeable future, is to work on building adaptable and stable engines and with continuing the work I've done this semester, I'm sure I'll be able to build even better in short order. This design philosophy should help make project lengths and work loads more accurate in the future so I don't just design odds and ends on the fly.