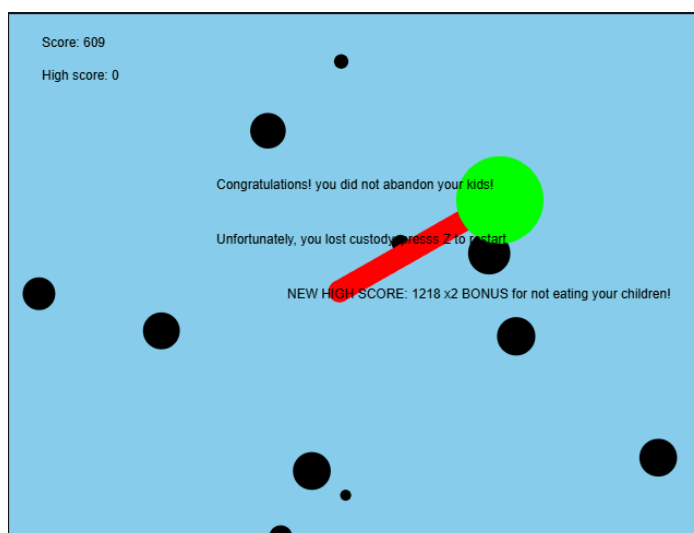


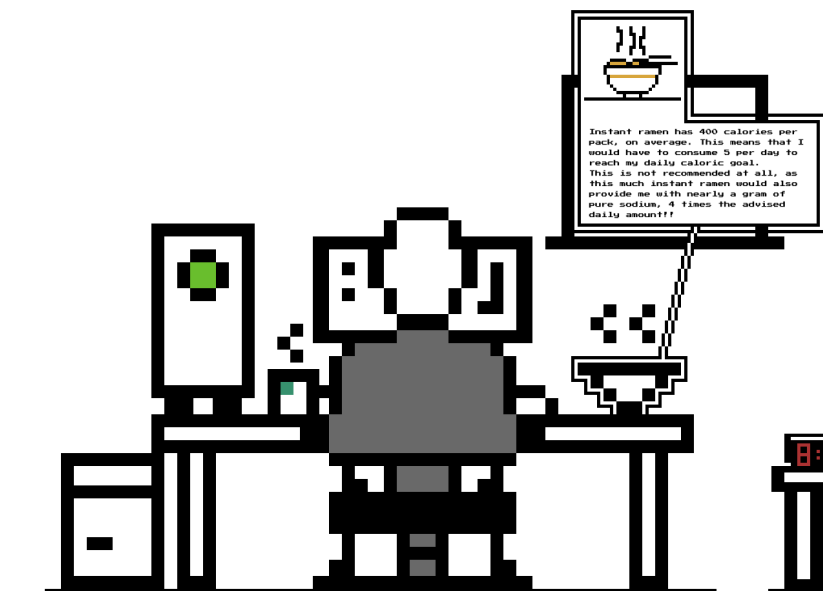
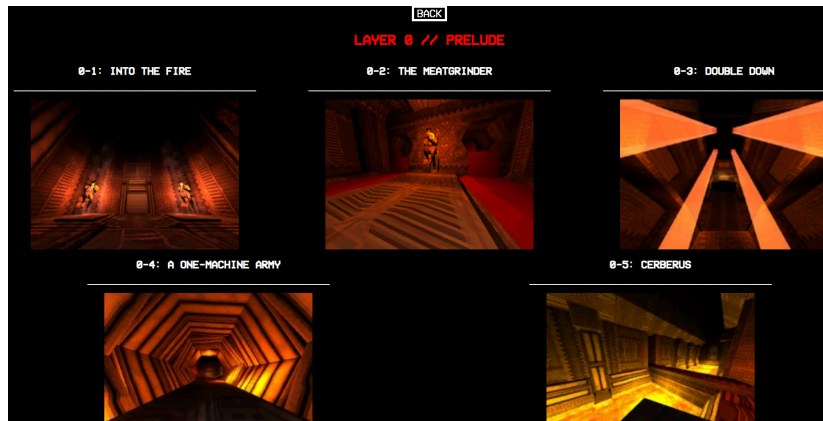
At the beginning of CART 253, I had a very rudimentary understanding of how javascript worked from previous classes, but had effectively zero experience using it. I liked that we were using p5.js from the start, because it was simple to understand and even easier to expand upon. One thing I've noticed is that, before this class I was under the impression that coding was tedious and boring, especially when I could be thinking of more ideas to make, or making art in other ways. However, over the course of the class, I found it easier to become completely immersed in my work and eventually, actually excited to code. I think now, I am perfectly capable of putting an idea into reality in at least a basic way using p5, and I think I have a good understanding of where I could go next. Because I'm very focused on being a game designer, it was extremely common that my ideas would be much bigger than my head, and I would spend so much time thinking about how much cool stuff I could make without actually considering whether I would even be able to. Scope has always been a big problem for me when it comes to being creative, but I think that because I am so new to coding and I'm not familiar with the extent of my skills, it is much easier to get lost in thought and think of something that is way more demanding than what I have time or ability for. Even though most of the projects this semester could technically have been anything art-project-y, I always gravitated towards games, especially around the mod jam. I had this big idea for it that I had on the back burner while I worked on work for other classes, but when it came time to actually work on the mod jam project, I didn't have much time to do much of anything. So unfortunately, my great idea (which had something to do with Doodle Jump) had to be stripped down to its barest mechanics just so I would be able to make it in time. But the point is, I thoroughly enjoyed every step of that project, the concepting, resizing of scope, and the process of making it. There is something so exhilarating about something working out the exact way you wanted it to that I can only find so

consistently when I'm making games. Additionally, access to the knowledge of p5.js basically breaks the one barrier I had for creating the ideas I have so often, because I can't put them into reality. The variation jam was a lot of fun, as there was no way I was going to use another project I'd already made, I wanted to come up with something original. The first idea was to create a "Go Fish" card game where you would actually "fish" for the cards you needed, and I would build off from there. I had planned to use a JSON file with the different suits and cards in it to create a realistic and functioning deck of cards, but I couldn't figure out how to get the cards to remember that they had already been played. The point here, however, is that I actually built my project around this JSON file and built it around how I would use classes and objects to define the player's hand, etc. I did not know how to even think like this before I took this class, and I think that's a great mentality I can't wait to take into more serious and longer-winded projects later on in my career.

Being primarily game-development oriented, I used a lot of the same tactics for making my projects in this class. A lot of switch statements and if/else statements were used to create controls, different game states, and so on. I used classes and arrays liberally to create arcade-style games where you collect points to rack up a high score.



Another of the most useful things I learned in this class is how to create with and use GitHub effectively. I cannot even begin to explain how useful github and its user-friendly platform was to my efficiency this semester. It was so helpful, in fact, that I ended up using it for projects in 2 other classes in addition to CART 253. I used one repository to make a website and another to make an interactive infographic using p5.js.



I think this really shows how I can progress in the future because regardless of this class ending, I have been given the ability to lay the groundwork for more projects to be created, shared and tweaked using github. And as a little side note, the fact we were graded on how frequently and

well we utilize our commits and pushes to the repository, it developed a good habit in me of committing multiple times per session of working on my projects to keep the history up to date and easy to follow. I even at one point cloned all of my repositories onto my desktop PC as well, so I could work from home more efficiently and still be able to take my work elsewhere.

As for the future, I'm incredibly excited to learn more and expand upon the technical knowledge I've learned, as well as having more opportunities to create and explore to further my experience.

I can't wait to see how full and busy I can make my GitHub page by the end of this year, as I have a few projects of my own I can now use Github for to keep organized. I took this class to better build the "coder" part of the "creative coder" title, and I can say sufficiently that the experience I've gained over this series of (very fun and engaging) projects has been like jet fuel to rocket me into the stratosphere of progress. I'm specifically looking forward to beginning to learn other languages such as C#, C++, Python and base JavaScript or Java and implementing them in the development and designs of more projects and games of my own using dedicated game engines such as Unity (that I have experience with in its entirety *except* knowing how to code...) So it's needless to say I'm hopeful for the future. Thanks for this opportunity Pippin, and I'm pretty sure I'll be in another of your courses soon.