I made a playable character with first person POV. The character can walk using (WASD), jump (SPACEBAR) and look around with the mouse.

My experience so far with programming has been fun. It is way more interesting to program when you can see that you are actually making something. For example, this compulsory where we had to program a character to be able to move. When you are programming to make something, it is a lot easier for me to learn. Just sitting in visual studio and making "nonsense" is not giving me so much at least.

Things I would like to learn:

* I would like to learn how to program NPC that can interact with the player, not that they have they be so complex/technical.

* How to program a teleport system (fast travel) to travel around a map.

* Programming a character with stats (EXP/HEALTH) and other parameters would also be interesting.