

Self-Assessment

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For many of my works, including the final project, I consumed too much time thinking about concepts and designing which lead me to start coding late. I often think that coding itself will not take that long so spend more time on the other things first, but I realized that coding and debugging need substantial amount of time. For my final project, my first planning and designs were more complicated and bigger but because of overestimation the result is less complicated and simpler than it was actually planned. The final was done by P5js. In my opinion, I can do more variety of things with P5 compared to the open Processing. For P5, I can bring and load different libraries such as P5.play or P5.sound to code and create more complicated animations and games. But more things I can do with P5, more skills are required to use them. When the codes do not function as I wanted, it definitely gives headache and frustrates me; however, once I fix the problem after putting lots of efforts, it gives me some enthusiasm.

OOP and Procedural Programming are similar in a way that they both run codes taking step by step. They both start with specific conditions and if it meets conditions, it proceed to next step until the program gives the wanting output. However, the difference is that Procedural Programming runs in a one big chunk of codes while OOP runs in separate groups of codes with different conditions and outputs. Both of them will give same result, but OOP is more attractive for me since it is more organized and also easier to find the parts that need to be fixed.

For the final project, I used P5js with play and sound libraries. It was first time for

me to use play library and it was a bit tough to get used to it. I focused on using sprites for the objects in my project so they are more animated and interactive. However, since I am still not very used to it, many codes did not function as I wanted and lots of bugs were happening. By running the program many times, I debugged the codes but was not able fix all parts. For some parts, I was not able to make things function as I wanted so I gave up some parts or changed to function differently.

My final project is about unsatisfying games. I came up with the idea since the milestone, and since then it was my favorite idea. It was difficult to express it without any words but just with the games and animation, but coming up with ideas and creating them was fascinating. Because of my lack of skills, I was not able to demonstrate the entire things that I wanted to express but still this is my first time making such thing and feel proud of it. Before taking this class, coding was just math and numbers for me. However, during the course, I learned about creating animation, art works and game with programming. I am now very interested in doing more of these kind of programming and I want to continue to practice it. And someday, I hope that I would be able to program games or animations that I only imagined.