Self Assessment

Using Word or another text editor, reflect on the following:

- Critically analyze/evaluate how much time was spent learning syntax & structure, programming concepts vs. actually programming, and how does this reflect on the final quality of your end result.
  - Throughout the first half of the semester, I was taking this course alongside a Tisch course called Code! Taught by Dan Shiffman which everyone in the class is familiar with. Since the class focused on p5, I used the knowledge I got from creating smaller projects in p5 in that course into my final which helped a lot with my game except but did make my code a bit messier as I try to get each part of my game to work at a time.
- Comment on your successes and frustrations with Processing and P5.js.
  - Loading files as low as it sounds. Any small moves break my code until I realize my mistake
  - I was able to start thinking of ways to get what I want and what functions I know to solve my issues in creating
- Compare and contrast OOP versus Procedural Programming. How are they similar? How are they different?
  - OOP is classes and allows for the grouping of information and commands which I personally love.
    - Helps a lot when planning code
  - Procedural Programming is life free wild hard coding that must be worked around if changes are required once the coding journey begins
    - Helps me get what I want down at the beginning of starting the project
  - Similar in they are different ways to code a project in reference to the way the code is being written - they're different styles of coding if you will but obviously can be used together

- Specifically, considering your final project: What programming concepts solidified in your final project? What did you learn with reference to programming? Did you have a breakthrough?
    - OOP
        - Grouping my screens into their own scenes helped tremendously with organization as well as levels of my game
- Specifically considering your final project: Were you able to resolve your own bugs? What tricks did you learn in the process to help? Did you do any debugging?
    - I got instruction and end screen which I initially wanted but it took me a while to get my game to work so I moved it aside but was ultimately able to add it to my project
- How do you think you'll move forward with programming? will you keep doing it? How does this relate to other classes you are either taking or wish to take?
    - I would love to be able to make your own characters!
    - Animated bugs and have them each have their own movement