GAME-235, MID TERM

Question #3: Reflection | 2 points | ~20 minutes

By: Raghu Mina

1: Have you been able to keep up with the pace of work and new content we go over in class?

Yes,

2: How does this class differ from or meet your expectations of it?

Before attending the classes, I felt that this class would be more of an advanced class that would force me to work day and night from day one. But I find this class balanced as its transaction from basic topics to advanced concepts such is OOp’s is smooth. For me, workload(self-studies) increasing in good order, not too fast, not too slow.

3. What do you hope to get out of the remainder of the quarter?

Solid knowledge of basic programming concepts such as creating the logic, good debugging skills, ability to create art from scratch. In most programming languages.

4. Are there subjects that you would like us to cover that we have not yet?

Yes, I would love to learn more about data structure and game AI. I read about a library in processing py named AI for 2D games, G4P GUI builder, both by Peter Lager. So I think it will be good if we cover those libraries in class, which can help me or others to create some cool game functions or artwork by merging them with other libraries and concepts.

5. If you were to give yourself a grade right now, what would it be? Why? Please reference the course goals on the syllabus and explain your reasoning.

I will give myself a 5/10 grade as I am able to keep up with the class, the topics going in class. But I am still facing problems in applying that knowledge to other libraries or my personal projects. I got a lot of bugs, silly errors that take a lot of time to solve or identify. But I am working on that, and I am pretty sure that around the final days of this class in December, I will be to grade myself 9/10.