

For my creative coding project Windchime Forest, I learned how to use the p5.play library to create interactive animations, as well as the p5.sound library to incorporate audio. I spent a lot more time attempting to understand how p5.play worked through the example code and online references than I would have liked. I also had to take a considerable amount of time to create the animation files by hand in Photoshop before testing them to see if they work. The interface for using p5.play is somewhat limiting and time consuming, which was frustrating. In addition, I couldn't access the image files I downloaded or even made and had to figure out how to run a local server to use GET requests to access the files, which slowed me down a lot.

I worked more with object oriented programming than procedural especially with adjusting behaviors within the Sprite class for p5.play. I had to do a lot of debugging to get p5.play to work properly with my own files, as well as with interactivity statements. I commented out sections of my code that weren't working and added print statements to see exactly where it wasn't running. This helped me to resolve an issue with my random sound generator, because printing out the random number helped me realize that I actually needed to round it for my if else statements to work. I tested out what I wanted to do with the p5.play examples online to make sure it would work, then inputted my own images to make sure they would load. Finally I inputted all the code into my own file and started coding with my images. If I had more time I would have spent more time on small details with the audio and making my images for animation look more polished.

I definitely want to continue programming as I already knew how to code and enjoyed it a lot. This class helped me to better visualize my ideas and think of more outside

of the box solutions. I'm taking Intro to Web Dev next semester so I want to use some of the things I learned in this class about user experience and testing and creativity in design to make my web designs more interactive and engaging.