**Reflection**

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**What did you learn? What did you know already?**

There were things I knew while learning VR before, but I didn't know perfectly. So even if I knew it, I felt like I was learning everything new. I learned rigid body, charcter controller, collider, etc., so I knew how to use them, but I was lost when I had errors or problems because I did not have much knowledge about coding. In listening to the lecture and performing the task, I learned more about detailed functions such as rigidbody's IsTrigger in Unity as well as knowledge of coding.

**What was difficult in the assignment?**

Since I don't have much coding knowledge, the functions I had to think about besides what I learned in the lecture were a little difficult.

**How did you overcome it?**

I searched a lot of related data on the Internet. I heard that I should search well when coding. I think I spent a lot of time searching.

**What was good about the assignment?**

I didn't know how to search for things I didn't know when coding. It was very helpful that a link to the relevant data was attached together in the task guidance. I was able to acquire more knowledge through the site of the given link.

It was fun because I think I made a really simple game now. I was happy that what I made worked.

**How can we make the assignment better?**

I still like this assignment method. I had fun doing this assignment, too. It was also good that I made my own game freely in Task 5.

**Anything else you want to say?**

I'm going to learn AR soon, so I'm looking forward to it! I wish I could make the next assignment like now!