## 4-1 Journal: Career Choice and Artifact Update CS-499 Computer Science Capstone

Samantha Pollard
Southern New Hampshire University

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The course concepts for me hasn't been the easiest by far, I believe because it's been so long since I've taken the courses with lab work, and what has been this biggest lesson to me is absolutely true if you don't use the skills that you have learned, you will absolutely loose them. And that has been my biggest obstacle so far, remembering how to set up the labs and how they work. Looking back, I believe this was my downfall before and I was just discouraged about it and ended up just giving up. But if I want to get this course over and done with, I need to do it. I researched online so that I can understand and remember how to set up the labs so that I could perform the original lab.

Secondly, I have had a lot of missteps while trying to relearn some of these previous courses, however I'm trying with trial and a lot of error but I'm hoping that my all my efforts don't go in vain. The concept for all of my labs is to not only show the originals but also the enhancement and what my idea for it was and show it to my audience. A lot of the time I found that I was working on trial and error a lot of the ways that I was working on these projects failed on me the first time, however I tried not to let it discourage me and what my end goal was at the end of the day. As far as my project for CS-330 I was looking at this past week and thought that maybe just adding camera movement and texture may seem a little basic, so I wanted to add another shape within the project just to make it somewhat more appealing to my audience. As well as the added texture to both and see how that would come out. So that has been my only change so far. But as I go along, I'm sure that I'll see something else that I may want to add or even take from the projects all together. For this step on the working graph I suppose I would currently be on still working on the initial enhancements but I will have everything pulled together