Learning something new will never be easy and learning to code an entire game was definitely no different. It was interesting to figure out the actual motions of the game and what those motions entailed in a coding aspect, to break down a simple game like “flappy bird” into a long list of actions and movements that made “flappy bird” flappy bird.

I struggled the most trying to figure out the jumps and the spawning of pipes. When changing elements into images, the sensitivity and range of collision changes, which adds difficulty to figuring out how sensitive we would want the collision range to be and what level of difficulty we want the game to have. It was a whole process of trial and error, making communication between us important as different people have different skill levels.

Aside from that, something else that challenged me was deciding the pace of the game and trying to debug how the size and spread of the image affects the pace of the game. Figuring out how to rotate images and defining each element pushed my understanding of the different “classes” and differentiating elements from their respective items and roles in the code itself.

Ultimately, the creation of this game did push my understanding and learning of p5js, pushing me to be an independent learner as a first-time coder. Understanding and learning how maths work in code and the many lines of code that go into a single movement was definitely impactful in sparking thought of how other games and web-interactive animations work.