

Reflection

This course so far has allowed me to understand the modular and transformative qualities of programming. Because I have only minimal knowledge of programming before learning JS P5, I always understood programming as strict, where elements that are defined don't change in themselves but are modified by other factors such as HTML elements being modified by CSS. However, learning Javascript quickly made me realize that an element in itself can embody changes just like we can transform the size of the ellipses by programming a simple equation for it (ex. `circle.size +=1`). The use of variables can not only make a physical change (audio, visual, etc.), but it can also help set the mechanics of the game. For example, we set a conditional for a state or action to happen that depends on a specific value of the variable to be reached.

My favorite aspect of programming has been to test how by transforming those variables, we can achieve more interesting interactive results. And this is also the most challenging element that I have encountered. Because programming games often involve the use of arrays and classes, having them interact together becomes more complicated than if we only use single objects. And things can be done in so many different ways, for example having each element of the array comporting differently on something can be done in those sub-classes with inheritance, but the same thing can also be done on the main stylesheet where we assign a value to each element of the array manually. Being able to create unique animation effects is something that I am proud of, because those small animations turn out to be quite unique due to their experimental qualities.

I think this is a great and hopeful start of my programming practice because it introduced me to various possibilities that programming holds. Because of the interest in animations and visual effects developed in this course, I think I will be more orientated towards the visual side of programming.