

Victoria Reflection!

Firstly, making Pong made me realise how much I take for granted in game design elements that feel standard and simple. When I finished the basic to-do and started testing, I caught myself searching the corners of the screen for a pause button. It then dawned on me that I actually had to code one from scratch. Something that feels so basic and expected but is actually very intentional and thought-out.

Secondly, this project also showed me how little I've scratched the surface of p5.js. It's both inspiring and almost depressing. On one hand, it's fun to learn new functions that solve my problems in ways I never even knew existed, like `return;` . But it can also feel discouraging, because it makes me wonder how many other functions I don't know yet that could make my projects better and how long will it take me to learn most of them. As a self-proclaimed 'efficiency min-maxxer', going through my old code from last year or even just the earlier activities really made me mourn the loss of potential efficiency gains.

Still, that's also what makes coding rewarding. Every time I learn something new, I can immediately implement it, and that makes my progress feel very tangible. Thus making me surprisingly motivated for something I've had such a bad experience with in the past. For example, I'm currently working on a generative art poster for my Typography I module, and I was genuinely excited to learn about `textToPoints` existence and figuring out how metaballs work. I even watched The Coding Train as my lunch I-Pad kid show.

Overall, making Pong and all the activities was surprisingly fun homework I always found myself motivated for and I am eternally grateful to you and Jo for healing a lot of our coding trauma.