**Final deliverables**

Final Self-Assessment

* It’s a 6:4 ratio to me. It took me some time to figure out how to work with p5 play, as well as how to demonstrate my proposal logic.
* It is quite frustrating for me to work with p5 play library because it is a bit different than what I learned about p5 itself, and I think I successfully pushed through.
* Procedural programming doesn’t allow that much control over the storyline, whereas OOP gives a more systematic and controlled coding experience.
* OOP gives me inspiration in terms of making separate rooms and objects, also the room switches are inspired by Boolean. Program with reference definitely helped me with p5 play (because I’m not even familiar with most of the rules and languages).
* I’m able to solve most of my bugs, but there are still parts that I’m not satisfied with (but I failed to find a better solution). I’m constantly debugging throughout the entire process. My code wouldn’t even run properly for 5 seconds at the beginning. I struggled to have accurate control over scenes switching and mouse events.
* Yes. I think this class opens up more possibility of programming to me. I would like to go deeper with p5 if possible.

Piece name: Escape the loop

It’s an interactive processing escape game, mixed with my personal feeling about programming: you won’t get out of the repetitive loop until you finish your assignment.