

CART263  
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What I find exciting about programming is being able to bring to life small, short ideas for games or stories. As someone with a background in illustration and who is primarily interested in illustration, I like including my drawings into my coding work to give them more life. I think combining illustration and programming allows for unique work, whether it be for game development or not. So I would say that including illustration into programming is what I'm most comfortable with. I feel like coding in general is still a bit tough for me to grasp so I am not sure what elements in coding I am comfortable with right now, but I am interested in improving my skills and practicing some more in this class. As for what I'm challenged by but want to incorporate into my creative coding practice, I still find arrays a little fuzzy, so I'd possibly like to use them more to practice with them (instead of avoiding them most of the time). Looking into the course content, I am a bit intimidated by the AI elements, but it is hard to say for sure early on if I will struggle with this or not.

I feel like I've only recently (when I started coding last semester) started to appreciate other works of programming, so my creative coding inspirations are mainly related to games that I've been playing recently. In CART253, one of my project ideas was to make a fishing simulation game greatly inspired by the fishing system in Final Fantasy XIV, since I really enjoy how they've programmed and designed that system since the fish you end up reeling in depend on the time of day, location, weather, bait, and your stats. Considering all the variables that determine what fish you catch, I've always found this fishing system to be interesting and am still interested in figuring out how to recreate something like this if possible. If I can come up with a way to, I may use this idea for the final project, but I will likely go with a fresh idea. Another source of inspiration comes from another game I've been playing lately, Final Fantasy IX. Another Final Fantasy game, yes, since I never experienced any of them when I was younger. Not only do I find the visuals of the game inspiring, but their combined use of 2D and 3D elements is interesting and I've wondered how something like that is programmed.

Like I mentioned earlier, if possible I'd like to recreate the FFXIV fishing system and I'll be exploring how to make it happen this semester, if I am not consumed by any other new idea. Otherwise, from the course content, I'm just interested in learning new tools. I don't know if voices will come in handy in any of the project ideas I get, but it is something that interests me, as I also saw some examples of coding dialogue, like a visual novel, and thought it may be cool to create a voiced story. Additionally, I saw the "InstaEmotion" project example from the course introduction video Pippin made and thought it may be interesting to create something similar and that is UI focused, as I have some experience designing UIs but none programming them. I'm keeping my mind open though for new ideas that I'll get by learning the content and doing the activities, and I look forward to experimenting and learning new stuff!