

Game Design

I used to think...	But now, I think...
Game designing is boring, simple, easy, boring games. I didn't want to do it.	I like finding a way to make the game. But I still don't like making easy games but we've got to start somewhere, right?
I thought you had to do everything in binary including the movements.	You can use programming languages like Scratch and python. Also, for a game to work, it needs to have a goal and rules unless it's endless. In which case, it needs challenges?
That games you could just tell the computer what you wanted without having to use certain blocks and that it would be quite simple once you have an idea, it would do the rest for you.	Actually, there are specific instructions you must use to make games. You have to be determined because sometimes things don't work and you have to try again.
That it was really simple to create easy, simple games and that it only took a short period of time and little computational knowledge.	That it's a lot more difficult to design and produce a game because you need creativity and good computational skills.
It is easy to come up with an idea and develop a game and it is the programming and algorithm which is the difficult part in the game designing process.	That coming up with ideas take up a lot of patience and skill. It is vital to come up with an idea which has a vitally fun and interesting output. It is essential to consider how the gamer or viewer will find the game as well.
That it would be no problem.	You have to think about the script writing as well. It was hard for me to make my final decision about what type of game I should create (took me a few lessons).
It was so easy and simple that to code a game it will only need a few scripts of code. I thought that the blocks would be easier.	Through this Game On event, I have learnt that it is not complicated or easy but has to be thought out before coding as there are many ways to write the same code. Blocks gave a better understanding about coding.
Would be pretty easy as there are so many games already made	It's challenging but now I realise how creating a game isn't so simple and coming up with a new idea is not as easy as you think. However, designing games is a rewarding process and is absolutely fun.

It was difficult to create a game concept as I am not really a gamer and because there are already so many games in existence.	It was easier than I thought to design and produce a game that captured people's attention. The process that I took to designing was complicated as I had an idea that seemed too difficult to complete; however, I managed to fulfil the tasks of design, script-writing and graphic animation.
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Software design and programming

I used to think...	But now, I think...
I only had limited knowledge about the task of design and development in regards to software. I believed that it was extremely difficult and you needed expert knowledge to effectively develop a game.	It is a possible task to design and develop a game. It is quite difficult, however, I enjoyed the experience.
Was hard and interesting but something that would take a while to understand concepts.	It's really fun and interesting with benefits and the sense of accomplishment. The concepts are new but you understand them quickly.
That software design and development has to strictly follow the design process of design, produce, evaluate.	That evaluation is the most key part of design as it enables communication between the designer and user.
It's going to be hard and complicated.	It's not as complicated as I thought it would be as long as I am patient and think step by step.
That software design and development roles just merely built an illustration of what the final outcome may look like.	There are many small steps and knowledge that can complicate the software design and development fields of work. I have learnt that there are numerous roles within each job to create a successful outcome.
That learning languages on computer was more difficult than being them, e.g. python would be harder than Scratch.	Computer languages like python are structured and logical and easy to understand. Scratch and other similar languages are harder because you really have to remember where everything is and how it works.

That it was really boring and that there wasn't really many things you could do with software. Also, that people just made things that already existed and that it wasn't helpful or fun.	Software design and development is very good and useful and there is so much you can do with it that is not already created but you make new things and new ideas.
Nothing about it. It was boring. When dad once tried to get me to do it, I got confused; his explaining was never good.	Grok learning has allowed me to love programming. It is funnerer! AWESOME. I'll do it any day.
It really only involved one person and that you always typed in binary.	It involves a whole group of people for it to be successful. Now I know there are many other computer languages that you can use.

Being a software designer and developer

I used to think...	But now, I think...
That you just sat at a computer and wrote random stuff. Also, that it was a really nerdy job and anyone could just tell it what to do and it would work.	That you have to program according to the specific language. Not everyone can code; it's a hard and long process and requires a lot of knowledge.
That it was a simple and mindless job people did and that it was boring and stressful.	It takes a lot of creativity and thinking to be able to design and produce something. Also, that although it may be stressful, it's a lot of fun and incredibly rewarding when you see your finished product.
That in order to create a good idea, it was only the creator's mindset or viewpoint on it that shaped how it turned out.	That repeatedly seeking advice and information is important to keep you on the right track. Reviewing your work from different perspectives help in taking your creation to a new level.
Wouldn't be that hard.	It's difficult because the computer doesn't understand what we are trying to do so we have to tell them by writing the script step by step. Sometimes it can be hard because you don't know how to write it so the computer understands, but then you get frustrated and hope it can do what you ask.

<p>It was only about coding something to help humans and to make something easier with technology.</p>	<p>As software designers and developers, it's important to celebrate your final product to get feedback in order to improve it. Feedback is important because it enables you to get a better understanding about your user/target market.</p>
<p>Was overly difficult and complicated.</p>	<p>It's difficult and hard work but the reward and achievement received is much greater. You receive a great feeling and the sense of accomplishment keeps the vibe going. I really think that all the effort and thinking pays off and you also improve immensely which also enhances your understanding.</p>
<p>This job was very complicated and involved years of training and skill. I believe that it would take a team of people to successfully create a product.</p>	<p>It is a meaningful task that I would enjoy as a hobby later in life.</p>
<p>Never heard of it so I can't really think about it...not really.</p>	<p>Great~ I don't really prefer designing. I'm like the person who likes to turn it into a program and work out how to do it.</p>
<p>You didn't need to know much maths.</p>	<p>Never have I been so wrong.</p>
<p>It involved a set of rules to need to follow to do your job.</p>	<p>It involves more creativity. Successful games have creative people who made them.</p>