



I chose this degree expecting to one day on my path make my very own video game. the game design program directors name is Fernando de la Cruz. I will be learning new things like scripting language, linear thinking, and data driven behavior. I need to start dipping my toes into code and comprehending the tools needed to program. I think discrete mathematics and English composition will be my hardest subject. Although I may not be that lacking in the categories too much much and writing I fell will start to overload my mind. In that aspect I think level design and game design preproduction is where I will like the most. In level design learning about the functions and rules of a level is information I can't wait to hear. Then in game design preproduction working in teams to develop a game prototype will give me a chance to network and do something super fun. To brush up on my math and English if I can chunk the information and writing efforts I won't be so overwhelmed and will do a much better job.



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