

Transcript

I spent some time with Sensor Arcade this morning and just playing with different ways to do things. I was really looking at how simple code can get you what you want. There's some elegance to it. And there's some neat pieces that it offers. I could make it more difficult than I did. But it didn't make it more enjoyable to play. It was actually a lot more fun with simple code that did simple things. And so that was something neat to see. This simple little bit of code made it where it's kind of like Flappy Birds so I could just keep holding on and make them move up and down. And it kept things really interesting but it was also really difficult to get this little guy to be where I wanted when I wanted him.