

Sophie M

Learning Module #7 Final Write Up

For this three week learning module, Sophie M had an original goal to create a calendar app that someone could use. She hoped to make it so that someone could edit their calendar, create other calendars, and share calendars between other users. So, for the first week of the learning module, Sophie began using Android Studio to create the calendar app. A lot of time was taken downloading all the materials needed. She followed a simple tutorial to get used to the workspace. However, even after this tutorial, she had a lot of trouble navigating the platform. After a week, she was able to get a layout of the app done, but the calendar had no editing function, so the user could not add events. She also had to keep recreating the app she was making as she switched from working at home to working at school.

The next week, Sophie was unable to find a way to allow the user to edit the calendar. She realized that she would not be able to complete the original goal of her project in the given time, especially since she had switched computers at home and would have to take up a lot of time re-downloading all the materials. With this realization, she set a completely different goal. She decided to do modding in The Sims 4 using Sims 4 Studio. Her new goal was to have an object appear in an inventory after a specific action was completed. For the rest of the second week, she followed a tutorial that would disable an autonomous drinking action of the sims. This tutorial was actually very useful and showed Sophie some of the basics of modding. However, she realized that her new goal was too ambitious and decided to edit objects in the world. This would mean customizing the colors, prices, and the object's ability to be put in an inventory.

For the third and final week, Sophie had a lot of hope in what she would be able to accomplish. She found a tutorial to make an object that was previously unable to be added to a

personal inventory to be able to do just that. However, the tutorial was for the previous version of the platform she was using. With being new to the platform, she had trouble figuring out the new format compared to the old one and how to complete the same tasks shown in the tutorial. So, it started to seem like the last week would be unsuccessful. However, after reading more about the platform and looking around it on her own, Sophie figured out how to edit objects. She was able to change the prices of certain items as well as edit their colors. She was also able to decide how these objects could be searched for and under what categories they would be available. Eventually, after many hours, she was able to figure out how to allow objects to be stored in the personal inventory when they were not previously able to. This was a great achievement!

Overall, Sophie learned how to navigate through some of Android Studio and became fairly familiar with Sims 4 Studio. She learned how to interpret the meaning of certain code written by other developers and how to use that code to edit other code. Along with this, she learned how to create mods altogether and convert separate files into one package that could be added to the Sims 4 game. She also learned how to edit textures of objects and their colors using a photo editor. In hindsight, she would've done a lot differently. It would have been better to start off with the sims modding idea in the first place. She would have spent more time with it and become better equipped to make changes to the gameplay. If she had stuck with android studio, she would have started off with an easier idea, rather than a shareable calendar. She also would have spent more time getting to know all the abilities of the platform. For others looking to do this learning module in the future, she suggests sticking to one idea and making sure it is feasible. She also suggests doing something that is interesting and challenging, so that one has the motivation to continue their project.

Resources:

Android Studio-

https://www.youtube.com/watch?v=NSM3DbgJ0tw&ab_channel=TechizVibe

https://www.youtube.com/watch?v=vdtLkpYPmSY&ab_channel=DanielMalone

https://www.youtube.com/watch?v=kMI2jy-WIGM&ab_channel=DanielMalone

Sims AutoDrink Mod-

<http://www.sims4modding.com/how-to-create-sims-4-mods-tutorial/>

Sims Inventory Mod-

<https://sims4studio.com/thread/1585/make-object-sims-inventory?page=1>

Sims4Studio basics-

https://www.youtube.com/watch?v=QXyCj-QtYgE&ab_channel=PinkSimz

Sims4Studio resources-

<https://sims4studio.com/thread/662/index-studio-tutorials-online-manual>