BUGS AND SOLUTIONS :

BUGS:

1. Trex is not colliding with the invisibleGround.

2. When pressed space key trex is not jumping.

3. When mouse is pressed over restart button on the canvas the game is not reseting from the END state

4. cloudsGroup and obstaclesGroup are not stopping when the gameState is in END.

SOLUTIONS:

1. Make the trex collide whit the invisibleGround.

In function draw write a code:

Trex.collide(invisibleGround);

1. In the if statement PLAY:

If (keyDown(“space”) && trex.y >= 309) {

trex.velocityY = -12;

}

Instead of trex.y>=309 write the code : trex.y === 162.

1. In the if statement which is in 122 line:

If (mousePressedOver(restart) {

}

Write the code reset(); inside the if condition.

1. In the if condition gameState === END write the code :

cloudsGroup.setVelocityXEach(0); and in another line

obstaclesGroup.setVelocityXEach(0);