Introduction to Programming I Final Game Project Commentary

I have implemented all 3 extensions in my game. I have gone beyond the tutorials of the course and tried to make it more challenging for myself and I am very happy with the result. The most difficult bug to resolve was when the enemy would kill the player by taking away 2, sometimes 3 lives instead of only 1. I had to come up with logic to not call a function every frame.

With sound I went above and beyond by implementing sounds to multiple interactions in game, killing an enemy/player death from canyon/player death from enemy/game over from canyon death/game over from enemy death/win/mouse click on game menu buttons/environment sound, etc.

With platforms I went beyond the tutorial by implementing a moving platform that also maintains the player's X coordinate along with the platform moving (tricky one to resolve), plus multiple platforms.

With enemies I went beyond the tutorial by implementing multiple enemies, enemies sound and a power that can be collected and used to kill enemies.

Apart from those implementations, I went beyond the module tutorials and I implemented a fully functional game menu that can be interacted with when pressing "H" (if player is alive) or when the player dies, including mouse click sound. I also implemented a power that if collected, includes power stamina, power animation and interaction when close to an enemy by pressing "F".

The module itself was quite rewarding and I learnt a lot of programming techniques from objects within objects to factory and constructor methods.