

Commentary on my extension and final game project submission.

For my extension in game project 7, I have added platforms and enemies I did this to give the game a variety of features, so instead of just jumping to the end goal you would need to dodge enemies and time your jumps so you can beat the game therefore adding more mechanics to the game. When adding platforms to my game project I changed their heights and lengths so the player would need to use platforms to be able to get to other parts of the game and to go over obstacles like big canyons some of the jumps are made harder than others to make the game harder to win and complete easily and this was done by changing the height of the platforms and lengths. I placed some of my collectable items on the ground and some on the platforms so there are different places where you can find collectable items. I added enemies in my extension, so it makes harder to get on top of platforms or jump over canyons making the game overall harder. So, the enemies and platforms were strategically placed so the game is hard and still winnable. During game project 7 I also changed some of my colours I used in the game project to make it more realistic I did this by changing the mountains colours from a desert colour to a grey mountain due to the ground being grass and not sand allowing the game to be more realistic. I also changed the colour of the ground from being full green to a bit green and brown underneath to represent soil underneath grass.

During the game project I have learnt a lot of things and stop making the same mistakes some of the things I have learnt is that I can use concepts I learnt before to make something else work for example I learnt that you use the dist function for different things such as making an item disappear or restart game if the game character is in contact with an enemy or be able to stand on top of a platform and etc. I have also learnt to become more efficient to find a mistake within my code so if something is not working as intended to I am able to identify the reason and find a solution to it compared to before where I found it very hard to find the mistake and fix it hence causing me to spend a lot of time on it. Another thing that I have learnt during the game project is using objects learning this has helped me a lot when creating my platform and my enemies as all my code for enemies and platform were in one place so it was easier to create my enemies and platforms as I would not need to scroll around to find the one code I need to change as it was all in the same place. Also using objects helped my code to be a lot neater and by having my code a lot neater I believe it impacted on the amount of time I took to find mistakes within my code and fix them so the code would work as intended to.