

## Game Project Commentaries

I'd like to start by saying that of all the modules, this activity was the one I enjoyed most. So, my inspiration for the level design I managed to do came from the first level of an old browser game I used to play when I was a child called Treasure Hunt.

I found it kind of tricky designing the characters and the objects, especially the drawing part, therefore, I tried to really work out the challenges that the player needs to pass through and the organization of the game's files. For this, I wrote most of the game's objects in other files using a factory pattern, I had already done this, but with other programming languages, so it was cool to learn how to do this in Javascript.

Talking now about extensions, I actually just used the "p5.sound" extension, because I couldn't find others that would be useful or would make sense to use in the game. I actually had some problems that I needed to work through because Javascript wasn't finding the sound files and Brackets wasn't opening correctly, so I mapped the sound files from the project's root and used Browser Sync to show the game instead of Bracket's tool.

To end, I'd like to talk about how I organized my code. As I said before, I wrote all objects in other files. I tried to use a pattern for all of them, so all have attributes like "pos\_x" and "pos\_y" and they are also anchored, so I can place them anywhere I want. All this makes the objects more reusable. In my sketch.js I initialized the global variables first and then the game starts, just after these two things the draw function of p5.js starts running. And I think that's it, hope you enjoy the gameplay