

Assignment 6 Nate Walker

For this assignment I originally intended to find someone else's game through a p5js database and refine/enhance the ux elements of it. However after searching for a while, I couldn't really find a game where I could make major changes, I mostly just found opportunities for minor refinement. Because of this I pivoted and chose to add a bunch of new elements including ux to my assignment 3 and make it a complete and fun game.

<https://editor.p5js.org/Natewalker/sketches/1oWDmKjKL>