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FINAL GAME PROJECT SUBMISSION
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Extensions:

(1) Add Sounds

(2) Create Platforms

(3) Create Enemies

1. Add Sound

Difficulties:

I found it difficult to stop the sounds from replaying several times in the draw function. The draw loop keeps calling the sounds several times when I only want it called once. I also found it difficult to implement sounds in the background, the background sounds refuse to play when thought it was called in the setup function.

Skills learnt and practised:

In order to resolve the sound looping in the draw functions I used an if else statement to counter it when it has been called once. I also used the chrome source debugger tools to resolve the background sound not playing, which helped me check why the sound function was not being called. It deepens my knowledge on the chrome debugger tools.

2. Create Platforms

Difficulties:

I found it difficult to get the character to jump from the platform and also realised a bug in my code game character real location, the character did not also land on the platform on several attempts.

Skills learnt and practised:

In order to resolve the character not jumping from my platform, i had to check the if else statement for my character movement and jumping conditions

3. Create Enemies

Difficulties:

I found it difficult to understand how the factory function works in implementing the enemies.

Skills learnt and practised:

In order to resolve this I went to further read about the factory function of Javascript documentation and practise the function by rewatching the enemies tutor video.