For this semester I worked on creating my own game called Box Mario the game features a character called Box Mario,

The provided p5.js sketch is a simple game where a red cube, representing Mario, can jump to score points by clearing moving clouds.

The game integrates with an external device (presumably Arduino) through serial communication using 4 LEDs 3 red and one green which indicates win or lose.

Mario's actions, such as jumping and losing health, are triggered by messages received via serial input which are the LED.

The player starts with three lives (HP) and loses one when the lights stop on red.

The game ends when all lives are lost, displaying a "you lose" message, stopping execution, and halting the background music.

This is why the game works so Box Mario thing is to Catch clouds.