

Game Project Reflection

My game project consists of an extension called “assets” which contain .mp3 files which are sounds for character interaction in game. It also consists of a JavaScript library called p5.min.js and p5.sound.min.js.

During my game project, I faced a few challenges that I found difficult to overcome. One of the hurdles I faced was implementing the character interaction, particularly with the canyon. It was an eye opening challenge for me as I tackle how to prevent the character from phasing through land while plummeting. Searching for different ways to do so was a challenge as there was no reference I could refer to.

Another challenged I faced was implementing different background objects, such as creating a loop for the mountains and trees and adding random variables to the objects and canyons. As it was my first time understanding and implementing these variables in my own style, it felt very different from any sleuth challenges. It was challenging as it was my first time implementing these variables and I was able to experiment with them to understand the variables better.

Completing the game project allowed me to gain and practice valuable skills. I learned how to call a function within another function, create a constructor function, and implementing Push and Pop methods to enable side scrolling for the game character. I have also learned how to use javascript and have practice it to a certain extent with the p5.js library.

Overall, working on the game project was a valuable experience for me. It allowed me to learn new programming concepts and improve my skills. I was also able to develop proper debugging techniques to overcome challenges I faced in the process.