Extensions:

I have not used any extensions

The bits I found difficult:

- Implementing scrolling. I slightly struggled with the "push" and "pop" functions.
- Interaction codes: falling down the canyon. My character was only falling from one canyon not all of them. Also there was a moment when my character would fall but got stuck at the bottom of the screen.

The skills I learnt/practiced in completing the game project:

- Traversing data
- Using "for" loops
- Conditional statements
- Creating arrays and arrays of objects
- Lots of drawing