

GAME COMMENTARY

In this game project, some extra things were added to make it better. One big thing was a screen at the beginning that tells players how to play and asks them to start by pressing the space bar. This helps players understand the game before it starts, making it easier and more fun to play.

Another thing that was changed was making the game look nicer. Clouds now move across the sky, and collectible items have animations to make them more interesting. These changes make the game world feel more alive and exciting.

One hard part was putting the new screen at the beginning without making the game confusing. We had to make sure the game started smoothly after the instructions without any problems.

Also, making sure the game works correctly when the player touches platforms, enemies, or collectibles was tricky. It needed careful thinking about how the different parts of the game interact with each other.

Doing this project helped learn how to code in JavaScript and make games. It also helped improve problem-solving skills and understanding how games work. Fixing issues and making the game better required creativity and thinking about what players would enjoy.

Overall, working on this project was a good way to learn new things and create a fun game for people to play.

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