

## Commentary and Presentation

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I added sound FX and music to the character whenever he has triggered an event like collecting coins, lose lives when falling off the canyon, die when in contact with the enemy, and reach the flagpole. I also added one platform just before the flagpole to force the player to use the platform to avoid the enemy that is blocking the path for the character to reach the flagpole. I also implemented interesting gameplay where the player has to rush as soon as the game starts to collect the key before it reaches the width of the canvases and disappears permanently unless the player kills itself. I have set a game-winning requirement to extend the gameplay and allows the player to learn through try outs. At last, I also added an introduction pop up when the game is being opened to give control instructions for fulfil game experience. At last, I have learned a lot when implementing these fun ideas to the game, I learned how to create functions within arrays and call functions in the draw, even though I have spent hours when trying this out but I didn't give up and manage to accomplish the "make it awesome task". I have learnt that when facing bugs and challenges to take breaks if being stuck for too long and have a good rest before return to hard work again. It helps clear out your brain and being able to start "fresh" and eventually spot mistakes.