I have added sound effects, platforms and enemies into the gameplay to enhance the user experience. Sound effects are added to create a more immersive environment and alert the players of an action in the game, making the game more enjoyable. Platforms are added to expand the gameplay. It allows players to overcome challenges such as jumping across a larger canyon, avoiding enemies and collecting collectables that are harder or impossible to reach without the platforms. This can increase the difficulty of the game and provide players with a sense of accomplishment when they win the game. Enemies are added to restrict players' movement and requiring them to think how to act and come up with a strategy to complete the level. This can further increase the gameplay difficulty, making the game more challenging while also making the game more immersive. The hardest part during the creation process is finding the logic for the gameplay. For example, we have to recalculate the new game character x value which kills the game character when the enemy came in contact with the game character. Other than that, calculating and thinking of the platform logic is also one of the hardest part. After following the tutorial, there also quite a few bugs regarding the logic which took quite some time to debug them. I have learned how to efficiently use factory pattern, constructor function and most importantly how to debug a code with error. It is one if not the most important skills I have learned, without the debugging skill, even a good code and be ruined because of some small bugs.