

Extensions:

1. Platforms:

Extension to render the platforms that the character can interact with.

2. CloudBlocks:

Custom function to animate block style clouds inspired from the clouds in Minecraft.

3. Custom fonts:

Using Iconic fonts from games with similar gameplay and design language to my own(Minecraft, Super Mario).

Challenges:

1. Time management:

By far the biggest challenge for me was managing the time to balance this degree with all my other responsibilities, my aim was to create a certain standard within my work while also keeping up with classes and finding time to practice along with my other responsibilities and obligations.

While i was able to implement a platform function, it is in its most basic form, only to a point where it works, and is not very advanced in terms of functionality.

2. Creativity/inspiration:

This was another difficulty which I overcame by looking for inspiration, the possibilities are endless when it comes to coding, however I wanted to make a game that was visually consistent and followed a certain style of game design language.

3. Implementation:

This challenge was mainly about being realistic about what I'm capable of given my skill level in coding while also trying to improve myself, I did feel demotivated at times when I ran into a very hard problem or started feeling burnt out, this tied to my skills in time management and I had to figure out how to overcome this, which I was able to do by exploring various ideas and adjusting my code in increments until I was satisfied with what I had made

Skills and objective:

- My primary objective for making this game was to understand techniques for implementing different characteristics and figuring out how to create a coherent visual design.
- Many aspects of this game draw on inspirations from real life instances of games and media, which complement the procedural style and aesthetic generated by the game, in the comments for each of the modules,I learned many skills along the way from start to finish, from how to research and troubleshoot a problem to researching and coming up with new ways to implement code.
- I had a lot of fun along the way.