Final Project

Extensions:
- Implemented a night mode feature accessible through a clickable button in the shape of a Sun (for day mode) and Moon (for night mode) or by pressing the 'Enter' key.
- An informational tooltip appears when hovering over the area or by pressing the 'i' key.

- Introduced a stars function generating random dots with varying transparency to simulate shimmering.
- Updated the constructor function to create particles resembling comets, flying across the sky with randomized yellowish color and transparency.
- Enhanced gameplay mechanics by displaying the score as an image and saving the number of collected items if a player loses a life. The flagpole cannot be reached until all items are collected.

Challenges:
- Mastery of constructor functions, particularly in developing custom particle systems
- Crafting unique behavioral logic posed difficulties.

Overall, despite the challenges encountered during the learning process, the course offered a wealth of valuable techniques. Moreover, the course content itself is engaging and intellectually stimulating.