

In my final game project, I have done some personal implementations such as implementing a theme selection option whereby the user will be able to toggle between a dark and light theme of the game to give it a more interesting effect.

In the implementation of sounds into my game, I have taken sound effects from the [freesound.org](https://www.freesound.org) website and gave my game sound effect such as sounds when picking up the collectable, falling into canyon, jumping and the end game.

When I am creating platforms, I have found an aspect difficult which was trying to get my character to jump off the platform. I have managed to resolve this issue by creating a new jump off platform function and I have also learned how to use the factory pattern function to create the platforms and being able to call them from their array.

Lastly, when I was creating my enemy and making sure that my character will lose a life once it encounters the enemy. A difficulty that I came across was when I am trying to get the right distance where my character will encounter the enemy. I have learnt how to use the constructor function in the creation of the enemies and how to duplicate the enemies and arranging them to be in places that I have chosen.