Estimated time to make the base game: 1 hour 15 minutes

The time it took: 1 hour 18 minutes

Estimated time to make extension: 3 hours

The time it took: 3 hours 22 minutes

Goal emotion for the game: the target emotion I wanted to evoke was a sense or feeling of no control. Because to me when playing the game, I thought it was stupid that the player could extinguish the fire while scaling the building so I removed that function in the extension and replaced it with a double jump using the up arrow. The player must go around the burning windows using double jump instead of extinguishing them.