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This is truly a fantastic experience! Coding this 2D game, and making it feels alive is a journey that I will never be able to forget.

Throughout this course, I have fallen in love with programming and found a way to express myself by writing lines of code.

GAME FEATURES AND EXTENSIONS

1. 3D-lookalike Canyon with dancing, burning fire using self-created flame particles.

2. Unique clouds in height, size, and speed moving along the sin curve.

3. Sun that shines particles of light using a for loop of circles circling around the sun.

4. The day-night circle with corresponding Sun - Moon movement.

5. Starry sky with fading star based on the day-night circle using createGraphics().

6. Collectible that shines and rumbles when Character gets close. Art from OpenGameArts.org.

7. A companion in the form of an object named Fire Spirit. The player unlocks attack animation when acquiring Fire Spirit by collecting all collectibles.

8. Explosion mechanics using particles effect when character kills an enemy using Fire Spirit.

9. Enemies that float and move around.

10. Lake with flood currents (receding & rising tides) using manipulation of bezier Vertex.

11. Waterfalls with bubble effect and ripple effect using particles.

12. Music, sound effects, and brightening/ darkening colors of various objects using the map function.

13. Bug-free. Achieved through many hours of testing and debugging.

My most memorable challenge in making this program at an early stage is to adjust the check collision functions when in translate().

My second biggest challenge is to create a shooting-style attack for my game character. It certainly isn't as simple as I thought it was.

The third challenge is my own imagination when got used to using particles.

Things I need to improve: the use of shorthands and better method to allow more natural flow, and more advanced math to guide animations.

Things I learned: I've learned to maintain patience, practice-makes-perfect attitude, and improve my critical thinking a lot by coding this project.

I've learned that in programming, you're really only restricted by your imagination. In order to freely express your imagination, however, you need to spend hours in sweet and frustration practicing the basics.

Thank you Simon and Edward for the excellent course materials. I will revisit the course material often to consolidate my knowledge.

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