

To extend my game project, I focused primarily on improving the graphics of my game. This involved a more intricate design of my gameChar and extending it to 8 frames of animation. I also used particle systems to create waterfalls, made collectable objects move with a shadow that grows and shrinks, redesigned the background to create a gradient effect and created a sunrise-sunset that changes based on the gameChar's position in the game world. Furthermore, as an extension I added sound effects, background music and a "level complete" melody. All sounds were either created within SuperCollider or by combining and editing copyright-free audio samples. I also added enemies with 3 frames of animation, as well as moving platforms using classes and inheritance.

With my animation, I had difficulties with the frame rate of the game slowing down. To solve this, I added conditional logic to only draw scenery objects if they were on screen.

This project allowed me to practise organising code into multiple files, creating and using functions and classes, and optimising code.