Where I Started and What the Canvas Includes:

I began by setting up the canvas and focusing on creating a simple yet dynamic background for the game. The canvas, which measures 800 pixels wide and 400 pixels tall, features a dark, night-like atmosphere with a subtle moon in the sky. On the ground, I designed a section with moving cliffs of varying heights and widths. These cliffs are intended to serve as platforms for the player to navigate by jumping from one to another. Each cliff appears in a randomized sequence to create a more engaging and unpredictable experience for the player. I also added small stars in the background to emphasize the nighttime setting and enhance the visual appeal.

Why I Chose to Start Coding Where I Did:

I decided to start by creating the canvas and the background elements because I think it’s better to establish the game’s environment before going into the core gameplay mechanics. By having a visual framework with the ground and platforms in place, I can easily focus on implementing more complex features like character controls and jumping later on. Creating this foundation first also helps me better visualize the game as a whole and plan additional elements more effectively. With the cliffs in place, I have a clear sense of the space and obstacles the player will interact with, making it easier to improve, where necessary, the game’s design in the next stages.