**Experience in developing our Game**

First of all I would like to show my sincere gratitude to our HTM5 course faculty, Dr. Shriram for giving us this opportunity to work in collaboration on developing a game. We as a team(Vaishnav Singh-21BCG10132,Vaibhav Goswami-21BCG10132 and Rohan Kushwaha-21BCG10146) have equally contributed in making this journey possible.

We were excited when we were assigned to develop an HTML game as part of our college coursework. I had always been interested in game development and coding, and this was the perfect opportunity to bring my passion to life. We started by researching different HTML game development frameworks and tools and chose one that felt was most suitable for my needs. We spent several days familiarizing ourselves with the framework and reading through tutorials and documentation. JavaScript was used massively in the development and some assets were taken from Google and a bit of guidance from FreeCodeCamp. As we progressed in the game, several challenges were encountered. For example, struggling with getting the game mechanics to work correctly and had to spend a lot of time debugging code, trouble with getting the game to work correctly on different browsers and devices, but as a team we prove to overcome this issue by testing on multiple platforms and making necessary adjustments. Despite these challenges, steady progress was carrying on and the game has been able to made in before deadline time. We are very proud of this accomplishment and happy with how the game has turned out. Every individual was happy to have gained valuable experience in game development and to have added a new skill to their respective portfolio. Overall, the experience was challenging but rewarding, and we learned a lot about HTML game development and coding in general.