

My extension was adding enemies into my game. To do this I created a meteor which would come down from the sky. To make the game harder I would place these meteor right above the canyon so that the player has to time their jump right as well as be aware of the incoming meteors above them.

To do this I made the meteors have a start position above the canvas, this will create the impression of them coming from the sky. To make the meteors fall down I increased the y pos by 2. A problem I encountered was that the meteors would continue to go down, which is bad because the player could just wait for all of the meteors to go down far enough that they won't be able to be touched by one. Also the meteors in different locations move without the character being in proximity. To solve this problem i created an if statement which meant that when the meteor reached a certain y position. It's y position gets changed to a value above the canvas. This means that the meteors will come down in an infinite loop.

I also added background music so that the user would be more immersed in the game world and sound effects when the collectables are collected.

The background music is copyright free from: <https://youtu.be/lgfD4hltbY4>