For my final game project, I incorporated royalty-free sounds from an online sound library to enhance the gaming experience. I also added challenging platforms and enemies to increase the level of difficulty. To give the project a unique touch, I learned how to embed a font from the p5js reference, which perfectly complemented the game's theme.

To help players understand the game's objectives, I added a display on top of the screen that shows the objectives between the score and the lives. Initially, making my game character jump onto platforms was challenging, but I eventually mastered it. I applied the same logic to the enemies, which helped me create a more immersive gaming experience.

During the development process, I encountered some challenges, such as implementing an arc shape in the canyon lava. This required precise location and angle placement, which tested my skills. Despite the challenges, I persevered and successfully incorporated the arcs into the game.

Throughout the project, I learned valuable programming skills, such as working with the 2D coordinate system to draw shapes and debugging code using error messages from the browser console. I also optimized my code using loops and conditional statements.

Overall, I am extremely pleased with the outcome of the game project and the new programming skills I have acquired along the way.