

My Game

Game story: A Pac-Man Character has gone into the uncharted territory of its enemies. He has to get back past the guards and has three attempts to do it. The flag marks the start of its enemies' territory.

1. Adding Sound FX and music: So, when you start playing this game, you'll hear different set of sounds. I have added a variety of sounds to my game which range from different sounds from different collectible items, falling down a canyon, moving left or right, jumping or even the background forest sound.
2. Adding platforms: I added platforms to my game as well. They help you get over the bunch of enemies in the game.
3. Adding Enemies: My enemies are inspired from Pac-man's character and are waiting around different Point of Interests for the character. They have their own territory on the left side of the world and whoever goes there never returns. They are too strong to kill and hence, you can only avoid them by jumping over them.

What I learnt by doing these extensions:

1. I got to know about p5.sound and learnt new functions related to it.
2. I learnt to draw some complex things like the heart for lives which I have drawn.
3. I got to know how to make the same code work for various different things that I had to draw. For example, just drawing enemies once but, pushing different things to its array to draw different enemies.