

For extensions, I integrated different sounds for different purposes in the game. I also integrated enemies and platforms through the constructor functions after learning from the tutorial. To improve code readability, I split the code into different files. This technique allows precise and understandable code. Specifically, I divided the enemy and platforms' constructor functions and the game character drawing functions into separate files since they took up the most space.

The most challenging aspects for me were the constructor functions as they were a bit complicated to understand. Another slightly tricky aspect was adding movement to the clouds, though it is a precise piece of code, it requires logic building. Initially, calling functions at the right place also posed a challenge because the order in which the functions are called significantly makes a difference in the entire code. I invested a significant amount of time in figuring out the logic behind decrementing lives when it comes in contact with the enemy.

The game project contributed to skill development. It enhanced my logic-building ability which was a struggle initially. Implementing camera scrolling logic, collision detection, and animations, such as those for the clouds, contributed to my understanding of logical thinking. I also learned effective debugging techniques, which proved crucial in resolving syntax errors and flawed logic. I encountered various bugs(syntax, wrong logic, etc). However, using the console to debug made it easier to find errors. I also implemented my creative skills in the game to enhance the aesthetic which improved my graphics and animation skills. For example, incorporating elements like color coding or adding movements and sounds to the game to make it look pleasing.