

GAME DESCRIPTION

For the idea of my space game, I got inspired by classic arcade games like Space Invaders and Galaga. I've always been fascinated by the vastness and mystery of the universe, so I wanted to create a game that captures that sense of adventure and excitement.

In this game I used some extensions like, I used sounds files to give sound effects to my character to make my game more attractive and playful for game players.

When it came to coding the game, I faced a few challenges. One of the main difficulties was implementing smooth player movement and precise collision detection. It took some trial and error, along with lots of debugging, to get those mechanics just right. At one time there was an issue in creating a platforms and make them function properly, I was unable to solve that bug but then I watched that coursera video again and again and was able to make my mistake correct.

To address these problems, I spent time researching different techniques and seeking help from online lectures like I mention above . I also did a lot of testing and iteration to fine-tune the game mechanics.

From this project I have learned about what are 2D arrays, some of the functions like for loop function, this function is a type of iterative control, structure that allows you to repeat a specific part of code for a specific number of times. It was definitely a learning process, but I'm proud of how it turned out!