The intention of this commentary is to provide a comprehensive look into my experience working on this Game Project using the p5.js library. The project itself is a dynamic 2D side scroller game featuring interactable objects/enemies, scoring system, life tracking mechanism, challenging obstacles, and game-over states. As I delve into my experience, this commentary aims to provide an understanding of the intricacies involved in bringing this game to life, highlighting both the technical aspects and the valuable skills learnt along the way.

The key extensions of the project include the use of the p5.sound library to implement sound effects to the game, and constructor functions to create a blueprint for the platforms, enemies and weather effect. These blueprints empower my creativity in level design by providing the flexibility to position objects freely and populate the game environment to my preference.

A significant challenge arose when I noticed that the character was landing on the platforms inconsistently, often passing through them and falling onto the ground. Initially, I attributed this problem with the fall speed of the character. However, this adjustment made the game easier, as there was excessive airtime. To balance this, I increased the detection of the distance between the y-axis of the character and platform, ensuring consistent landings. This improvement enables me to adjust the falling speed of the character to my preference.

All in all, this experience developed my problem-solving skills and underscored the importance code comments. A brief comment proved invaluable for efficient code navigation, saving time and streamlining the process.