

My name is Dinmukhammed Bakytzhanov, this is the report for my final game project. Including all information that I have been taught during classes, I also take many interesting game mechanics from the internet. For instance, making a reset button, or making a fire effect. (I took info about it from <https://youtu.be/UcdigVaIYAk> and <https://youtu.be/lm8Y8TD4CTM> ). Overall, I added platforms to dodge or skip some hard parts in my game level, because it is hard mode. The hard mode level has lots of enemies and the canyons, which is able to destroy the main character two times faster than the enemy. The enemy has two types: flying and walking. In addition, one of the hardest things to make was the reset button. To make it, I lost plenty amount of time.

Making reset was not the only game mechanic I struggled to make, there were problems with platforms, and adding the fire effect to my level. Jumping to the platform was not the problem, but jumping from and jumping on it, was the hardest part of my code.

Since this game project is my first project, it may be raw, because I had zero knowledge about programming until this course, so everything was new to me. I have learned and practiced a lot of new things about programming, such as debugging, writing new logic mechanics, solving logical tasks from the sleuth app and creating little games.