

Game Commentary

One of the first the things I picked up while doing the extension was how to make and name functions for each small piece of game logic. I made sure to group related functions together so that I could read through and analysis my code easily. This method helped very much when I had to fix bugs and glitches.

While doing my extension I added various obstacles throughout my game. But before adding obstacles I had to figure out a way to allow my player to pick up keys and collect them without every other rendered key disappearing. I learnt and used the splice() function to achieve this.

Another method I utilised was making objects. This helped shorten and clean up my code. I used objects for more or less all of the obstacles in my game such as the spikes, fire rain and big balls.

One of the hardest challenges for me was making a functioning elevator that elevated the player as well. One obstacle of this problem was trying to make the elevator move up and down in a loop. The best solution for this was creating flags which indicated when the elevator had reached it's highest point. To solve the problem of moving the player as well I set the characters y position to to the elevators y position. The dist() function was also used to help achieve this by making sure the character was close enough to the elevator to elevate.

The dist() function was used a lot throughout my code to determine whether my game character was touching certain objects. This was my primary method of deducting a life or increasing the level.

