Extensions.
I have implemented the three extensions offered on the course. First of all you can find sound when you jump, collect a collectable, when you loose and when you win the game. All these sounds were taken from freesound.org .
Platforms were implemented using the factory pattern while enemies were implemented using a constructor function. Both of this extensions are all over the game to add difficulty and are mixed with each other having enemies over platforms.

Difficulty.
The bit I found the most difficult was implementing the push and pop function to make the game move accordingly, I found it a little bit confusing at the beginning, but the concept begun making more sense when I started using it. Also p5.js itself was new to me, so at the very beginning it felt a little bit weird, but now I can say I feel comfortable with it.

Skills.
I use javascript on a daily basis so there was not much things new to me apart from the p5 library, but what I really enjoyed using and practicing was the constructor function for making the enemies, it's something I don't usually use and I find it fun and interesting. I would have liked to use it also for platforms, but I did wanted to show a different approach as it is the factory pattern.

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