

Before Intervention (game was unbeatable)

The screenshot shows the p5.js code editor with a preview window. The code defines a player character ('blob3') with a radius of 26, points of 48, and a wobble frequency of 0.9. The player starts at position (80, 0) and has initial velocity (vx: 0, vy: 0). It has acceleration (accel: 0.55), maximum run speed (maxRun: 4.0), gravity (gravity: 0.65), and jump velocity (jumpV: -11.0). The player is initially not on the ground (onGround: false) and has a friction air value of 0.005. The preview shows a level with several grey platforms. A red blob character is positioned near the right side of the screen, and a red flag is located on one of the platforms.

```
> sketch.js*
1 // Y-position of the floor (ground level)
2 let floor3;
3
4 // Player character (soft, animated blob)
5 let blob3 = {
6   x: 80,
7   y: 0,
8
9   r: 26,
10  points: 48,
11  wobble: 7,
12  wobbleFreq: 0.9,
13
14  t: 0,
15  tSpeed: 0.01,
16
17  vx: 0,
18  vy: 0,
19
20  accel: 0.55,
21  maxRun: 4.0,
22  gravity: 0.65,
23  jumpV: -11.0,
24
25  onGround: false,
26
27  frictionAir: 0.005
}
Console
  ↗ p5.js says: you have used a p5.js reserved function "move" make sure yo
  u change the function name to something else.
+ More info: https://p5js.org/reference/p5/move
```

After intervention (Game now complete, flag is in proper location)

The screenshot shows the p5.js code editor with a preview window. The code is identical to the previous version, defining the same player character and level structure. The preview shows the same level with platforms and a blue blob character instead of a red one. The blue blob is positioned near the center of the screen, and the red flag is now located on a platform further to the right, making it a reachable goal.

```
> sketch.js*
1 // Y-position of the floor (ground level)
2 let floor3;
3
4 // Player character (soft, animated blob)
5 let blob3 = {
6   x: 80,
7   y: 0,
8
9   r: 26,
10  points: 48,
11  wobble: 7,
12  wobbleFreq: 0.9,
13
14  t: 0,
15  tSpeed: 0.01,
16
17  vx: 0,
18  vy: 0,
19
20  accel: 0.55,
21  maxRun: 4.0,
22  gravity: 0.65,
23  jumpV: -11.0,
24
25  onGround: false,
26
27  frictionAir: 0.005
}
Console
  ↗ p5.js says: you have used a p5.js reserved function "move" make sure yo
  u change the function name to something else.
+ More info: https://p5js.org/reference/p5/move
```

I moved platforms around, the flag, and made the game completable and more challenging