For the game project I decided that I would proceed to use all 3 extensions to finish my game. I decided that this would be best as it would make the game feel complete and make it run as an actual game.

The platforms were the first thing I added. These were important for the game as they added another dimension to it. This extension strengthened and improved my ability to create scenarios where my character is coming into contact with something. Instead of the platform disappearing like with the coin, it stayed there and became something that the character can use. This can be implemented in my different ways, to create different scenes and objectives for the player.

Next was the audio. I had to search for different audio files that would fit with the game. It was a simpler process than I thought it'd be. I learnt how to add sounds to my game as well as you have to be picky with the sound you choose as they don't all fit.

Finally, I added enemies. Upon completing this task I had the ability to make objects move not only in one direction, but to also make them move back once they reach a certain point. This extension also further developed my skill with making the game character come into contact with objects. I also learnt how to properly use the arc shape with the enemies.

These tasks overall developed my skills with coding p5.js in different areas such as for loops and the other areas discussed above.