

In the earlier versions of my game project, I largely implemented ideas with heavy reliance on laborious work. As such, useful techniques such as functions and 2d arrays were not employed. Over the course of the module, with new methods and coding philosophies learnt, I have successfully automated various aspects of the code and expedited the coding process.

I believe the toughest part of this game project is to transfer ideas from head to code. It is straightforward to imagine how I would like the game to go at a certain stage. However, to work for the result can oftentimes be difficult with problems stemming from clashes in logic, complex calculations and the lack of graphic design skill. Therefore, apart from learning Javascript, I was taught patience and problem solving skills.

With regards to extensions implementation, I went beyond the 3 listed – sounds, platforms, enemies. From animations to checkpoints to creative level designs, the extra elements are better experienced in gameplay than in words.