

Game Project Final

SR0137

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Stick Figure Man that goes on an adventure to collect treasure. Loves coins, not that excited about touching enemies or falling in lava, quite dramatic I might say so.

1) Extensions:

a) Sound effects for:

- *Collision with enemies;
- *Plummeting;
- *Jumping;
- *Collecting collectables;
- *Finishing level

Also cheerful background music.

b) Platforms to get over the largest of canyons, implemented with a factory pattern.

c) Enemies in the form of rotating fire crosses, implemented with constructor function.

2) Difficult bits- Getting sound effect to work as intended was tricky, as they wanted to keep looping endlessly so some extra variables like "hasPlayed" had to be implemented to deal with this. Also platforms proved to be tricky, as gameChar was hanging above the platform and couldn't jump while on it.

3) Main things I learned- Managing a somewhat large code base and learning to manage it and deal with issues. All in all it was quite an interesting project and probably will return to it in future to update with new stuff and perhaps some new levels.