I spent about 10 hours making this game. I have only used external graphics and sound effects to help make my game more aesthetic and interesting. Throughout the coding of the game, I realized that there is no need to overthink and use unnecessarily complicated functions, but instead, to think simply. I was very determined on using a specific function to achieve something in my code. However, when I thought about it from a different perspective, there was no need to use that specific function to do it, and I resolved the issue with a simpler method. I am proud of this one-button game concept that I came up with. I am also proud of the different modes I made.

Sources:

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