For my game project, I wanted to make an angry Birds theme as I have always loved angry birds from a young age. To make the game more engaging, I have added several new features such as spikes in the canyon, bullets that can hit enemies, piggies as the enemies and a moving platform. I have also introduced birds that drop bombs from the sky, which the player must dodge to survive. These added mechanics have significantly increased the difficulty and made the game more exciting and engaging for players.

One of the most challenging aspects of this project was debugging the code. I spent countless hours troubleshooting using `console.log` to trace issues. Many of the bugs were caused by logical errors which often crashed my game.Identifying and fixing these errors required a lot of patience and attention to detail.

 I have learnt a lot through this project, from writing codes to debugging. Implementing the for loop and if statement has made my life easier and it was very useful. I also gained a deeper understanding of how useful constructors and factory functions can be in organizing and structuring code efficiently. Implementing sound effects to the different actions such as jumping, collecting coins, or firing bullets have made the gameplay feel more real and immersive. I have also added a feature called extralives using the class-constructor function. It has been very convenient as I just need to insert the values of the x and y instead of keep writing the function.