

Final Project

README

This is a project for my University of London's Bachelor's degree in Computer Science - Introduction to Programming 1.

This game is a simple 2D game where you need to collect all the coins presented in the scenario and, at the same time, avoid contact with the little bombs that are around them, and not falling into the canyons.

To succeed in this first stage, you can jump through all the obstacles, the bombs and the canyons, and to help you, you can also use the platforms that are there to protect you from both, falling into the canyons and get caught by the bombs.

Once you get all the coins, you can go to the far right of the scenario and activate the flagpole in order to complete the game.

To do this project I just used the basic extensions learned in the course, as p5.js, and p5.sound, and I used the MixKit [<https://mixkit.co/free-sound-effects/game/>] website to download some sound effects for this game.

This project was really straightforward to complete, as we had a bunch of resources to use and to research, such as the p5 library, and most important, the lectures given by our professors at UoLondon.

As I was doing the project, I can say that I learned a lot, for example, I learned how to deal with the JS draw function that implements the draw frame by frame, and how I could create the notion of movement, as well as how to translate some visual effects using this technique.

Another thing that I can say that was awesome and worth mention here is the way the professors guided us regarding the code scheme, which helped me to write a cleaner code, as well as see how can I modularize and refactor code that already exists and make use of it.