

Final Game Project

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You cannot clear this game by going only to the right. When you get a treasure, you will see a hint.

- Extended part

1. I wanted to start the music automatically, but Chrome prevented it, so I made a start page.
2. I made the game start by dragging the slide with the mouse. I wanted to give the feeling of tearing off the screen and starting.
3. The difficulty of avoiding is high because the enemy is bigger than the character.
4. I made one more item to collect.
5. I wanted to give the feeling of crossing the clouds by hiding the platform in the clouds.
5. In general, the game progresses from left to right, but I wanted to give the feeling of an open world by hiding a hidden stage on the left.
6. Tamagotchi was fun in class, so I wanted to put it in my game and use it. Originally, it was controlled with the mouse, but it was changed to deform when moving left and right.

- The hardest part of making

1. My coding skills are still beginners, but there seem to be too many parts to make. In my head, I'm making a huge masterpiece, but it's sad that it can't be implemented.
2. The constructor seems to still need more study. There were a lot of things I didn't understand while making it.
3. It took a lot of time to touch the colors and think about the story to make the game feel one way rather than implementing the game.
4. I'm so proud after it's finished.

With this class, the basics of coding have been completed, but I feel like I have already become a programmer.