

## **Commentary – Giovanni Delboni**

For my extension task, I had worked on the sound and the platforms. For the sounds, I had created my own song with my background knowledge on music production. For the platforms, towards the left side of the map, there is a sky level where the game character has to parkour their way so that they can get themselves towards the flagpole situated on the left end of the map. Overall, what this project has taught me overall is the use of conditionals when it comes to determining if an action happening or not. Also, the use of arrays has become very useful within the project to draw out different graphical images around the map. Coding also taught me the importance of organisation of information so that it doesn't become scattered and disorganised to read off. This project has made me confident with the use of shapes to create graphics. At this point, I can think of an image or object, and I now know how to replicate it using shapes. I understand how the mechanics of a video game now works with the number of details that are required to make something work. I have also understood the importance of the console to find out problems that might go on in my code and having to rely on my detection skills to find any mistakes that might take place in the code. I also understand the differences between global variables and local variables and how they might be applied when working on the game project.