

For my game project, I included enemy, platforms and sound effects to enhance the game. As for my enemy, it is placed right behind the collectables to make it harder to collect them without getting in contact with the enemy. The enemy character is supposed to look like a creature out of this world and hence it is designed to look like a rabbit but only with one red eye. Furthermore, the platforms are placed above the canyons so that the character will have to jump over the platform to reach the other side. I have provided sound effects for the background, collecting collectables, jumping, falling down the canyon and successfully reaching the flag. These help to provide a sensory input which makes the game more exciting to play.

I initially faced some difficulty with stage 6 where I had to add lives to the game. However, by following through the instructions and using the previous content that I had learnt, I managed to get it done.

I also learnt new skills such as adding sound to the game which I did not know was even possible before and the importance of having a function draw and function check. Resilience was another one that I had to learn as at many moments, a small bracket or semicolon could result in the code not working which I would have to then patiently look through to figure out and debug. This made me realise the hours of dedication required to make a successful coding project.