In developing my game, I incorporated various features such as enemy elimination via jumping, double jump functionality, and interactive star blocks, accompanied by sound effects and falling snow. Initially, implementing enemy logic posed a challenge as my coding style was tailored for singular entities, resulting in uniform behaviour and unintended consequences upon elimination. However, I addressed this by implementing the Boolean values to track individual enemy status, ensuring independent actions and preventing unintended interactions.

This experience underscored the importance of structuring code to accommodate multiple entities while remaining adaptable for future enhancements. By adopting this mindset, I am able to implement the platform logic easily. I can control precisely which blocks of the platform will contain star and also the logic when character contact with the platforms.

Moreover, I also improve my debugging skill by using the console.log to pinpoint and rectify code errors with precision. I found that it is very helpful to understand how the code working by visualize the result through console.log, and this is indeed the most important skill I had acquired as I understand that bug always happen so the ability to identify and solve the bug will help me a lot in my future.

In conclusion, I am able to streamline the development process, implementing complicated logic for the process. I also deepened my debugging skill, identifying the bug and debug it. I am excited to have this game project for my first approach of coding and looking forward to the other project in the future.