

This game project has been a roller coaster for me. I have never tried my hands on coding a game, so this was my very first project. Throughout the project, I got to apply the different concepts I have learnt from the course materials. Throughout the project I made comments in my code and kept files organised so that I can easily understand my code and find sections I needed to work on. I made several changes since my previous submission for the mid-term. I changed the colours around for the scene so that my characters, collectables, and enemies would stand out more against the general scene. I also used the `random()` function to give spice to the scene up, and added a sun to complement the scenery.

I have implemented all three extensions into my project — sound effects, platforms, and enemies. I sourced my audio files from freesound.org, and made sure that they were appropriate for my game's design and aesthetic. I found it tricky to loop the file for the walking sound effects as most sources online were not applicable to my project, but eventually found a way around it by adding a line under the `keyRelease()` function. I also encountered difficulties in implementing enemies as they would all drift towards the left side of the game. I approached my course mates for help in debugging but they were also unable to find the error. In the end I figured to redo the entire enemy constructor function, which did help resolve the problem I had.