

Commentary

My extension was this entire final project in the sense that I created a whole new game due to the difficulties of my current circumstances.

Firstly, I decided to draw up a new character as well as, hound dogs to serve as an enemy in my game. I imported an array of media including sound effects, fonts and image files (referenced below) to best suit the other components of my game - allowing for the creation of its unique atmosphere.

Furthermore, I added screens to begin and end my game for all possible outcomes. I added an array of sounds; for a life lost, a coin collected and for each jump recorded. I also added background music and sounds for both game outcomes. I also added score, lives and a timer to my game. I created collision detectors between my character and the collectables and enemies to be able tally the points earned or lives lost. And a collision detector between my player and platforms in order to be able to get on top of them.

What I learnt from this experience was how to be more organized during coding. It made me realize how much easier it is to interpret and navigate through your own code when it is properly organized.

Reference

All media used is Royalty Free. The two referenced below are the only ones which required for the authors to be credited.

1. Victory.mp3 - "[Royalty Free Music from Bensound](#)"
2. Background.jpg - [jkjke](#)