The game project involved creating a platformer with two distinct levels, each featuring unique environments and challenges. The first level is set at night with mountains, trees, and canyons, based on a typical level of a Super Mario game; and the second introduces a hazardous environment with rock ceilings, embers, and moving platforms, which is based on the location from Marvel Comics known as Limbo. The player navigates these levels, collects coins, avoids/ shoot lasers at enemies to kill them, and aims to reach the flagpole to complete each level. The game also has some pre-loaded sound effects, to add on to the gameplay experience.

The second level posed challenges, particularly in managing game state transitions, ensuring correct variable resets, and tracking player progress. I ran into many problems such as the character dying at level 2 and respawning back in level 1, or the player not losing lives after dying at all in level 2. But I did manage to fix all these issues by spending hours rereading all my code to ensure a smooth gameplay experience.

This project helped improve my problem-solving skills, particularly in managing complex game states and integrating dynamic elements like moving platforms and hazards. Debugging was definitely the most important thing I learned, as I was ambitious with my project, which caused the game to fall apart many times. However, I feel confident that with all that I've learned, I've become a better programmer than I was at the start of the Semester.