

GAME PROJECT 8

FINAL

In the development of this game project several extensions were introduced to enrich the gaming experience. Notably, the inclusion of a luminous moon casting its soft glow over the landscape added depth and atmosphere to the game, immersing players in the enchanting ambiance of the moonlit forest. Furthermore, the introduction of moving stars in the background enhanced the visual appeal, creating a dynamic effect that complemented the serene nighttime setting. These details contribute to the overall aesthetic appeal of the game, making it more engaging and captivating for players.

Despite the successful implementation of these features, certain challenges were encountered during development. Particularly, the integration of platforms and ensuring seamless interaction with the game character posed difficulties. Crafting the logic for character movement and collision detection on platforms required meticulous attention to detail and thorough testing to achieve smooth gameplay. Overcoming these challenges necessitated a combination of problem-solving skills, experimentation, and iterative refinement of the platform mechanics.

Throughout the development process, valuable skills were learned and practiced. Notably, programming logic and problem-solving abilities were sharpened as challenges such as platform mechanics were tackled. Analytical thinking and creative solutions were employed to address issues effectively and optimize gameplay mechanics. Additionally, the project provided an opportunity to deepen understanding of game development principles, including game loops, collision detection, and game state management. Practical experience with the p5.js library for graphics and interaction further enhanced proficiency in JavaScript and web development techniques. Overall, this game project served as a valuable learning experience, fostering the development of essential programming skills while allowing for creative expression in game design.