

I have used VsCode as my editor, in conjunction with the extension, "Live Server". This live preview allowed me to see, run, and edit my code all at once.

One part that I found difficult was the part where we need to create multiple canyons and collectibles. What caused the difficulty was the use of the brackets, [] and {}, which I found confusing.

Another challenge was changing the colour of my character's lives, represented by "hearts". I wanted the "hearts" to turn grey as "lives" decreased by 1. I tried using separate variables for "red hearts" and "grey hearts", similar to the one used for implementing the game character to have a different image every time its "condition" changes. This method worked, but it is very tedious and makes the code lengthy too. After much investigation and trial and error, I was able to find a solution to this problem.

I have learned a lot of new skills from this project, one of which is decoding using only the "console.log" function. I found this to be useful because it made it easy to spot the areas that had issues. Another skill that I found to be very useful would be learning how to use the function "bezierVertex()". This function makes it simple to draw irregular shapes and also helps to make my code shorter and easier to read.