N Mario Rinaldi

During the game project utilizing the p5.js library, I undertook the task of introducing enemy characters and delved into the realm of sound effects to enrich the gameplay. My extension involved designing and implementing enemy characters that interacted dynamically with the player, injecting an extra layer of challenge and excitement. Additionally, I ventured into incorporating sound effects to heighten the overall gaming experience.

The project posed a series of formidable challenges. One of the most demanding aspects was comprehending how to effectively implement functions, especially in the context of the game logic. Crafting and organizing functions that harmonized was really challenging and needed meticulous planning and logical structuring. Integrating various ideas into the game also seemed to be challenging but I managed to do my best.

The skills that I learnt through the project were invaluable. My proficiency with the p5.js library was greatly enhanced, encompassing graphic rendering and user interaction. The creation and naming of functions became intuitive, pivotal for maintaining an organized and comprehensible codebase. I was also quick to notice the importance of game mechanics and how it plays a part in user interaction.

Overall, this project served as a crucible for honing problem-solving abilities, game development acumen and coding prowess within a practical context. It also demonstrated the practical application of programming skills in a creative method and at the same time made me learn a lot. This was truly a wonderful experience, and I will treasure it always.