

I used all three extensions namely enemies, sound and platforms to make the game more interesting and trickier. I used Italian music to represent the aura of the game and also every time my game character jumps there will be a pizza sound played to tell the user the game character has jumped. I used the combination of platforms, enemies and collectables together to make the game more challenging as the player not only has to collect the pizzas but must also avoid the enemies in their way. I found the implementation of interaction with canyons and collectables the hardest, as u have to tweak the code until it perfectly times the interaction so that when the character can recognise a canyon and collectable. I learnt many skills like the addition of background sounds and creating an extra layer of difficulty using the enemies function with `this.x` and `this.y`. I also learnt how to use the `key pressed` function which was helpful in the final stages of my project where I wanted to use the A key for my game character to get a flying power-up. I also practised the skill of properly coding and making it look presentable by avoiding unnecessary code and making it simpler by calling functions. I also learnt how to make my code simple to read by modularising it into multiple files. This made my code more compact and easier to find errors if any.