For my extension I chose to create the platforms and add an enemy. The platforms allowed my game to be more interactive as I have placed some collectable items on top of my platforms, which they would jump on top of to collect.

The pattern I chose to use is a factory pattern. The way I did this was first by making a global variable at the top of my code. I then initialised the variable in the start game function. I created a function in the create platforms function because of the factory pattern. This method was chosen because platforms are a complicated object and are going to need to have a couple of methods and also have quite a few properties which could change as I continue to complete the game. Then at the bottom of the whole sketch I created a createPlatforms function, in this function I created an object, and in the object, I had to put and x and y position. From doing all of this I have learnt the importance of the brackets. Not only does it make my code more organised but lack of brackets in functions ruined my game. I did eventually find out the problems as I had opened a bracket in my create platform function and did not close it, this lead to the platform disappearing and not being created along with my game character not showing up.