

Extensions: I added 4 enemies that looks like a bat with eyes and wings, added 4 platforms that consists of 2 rectangles that form the grass and dirt and added 6 sounds for several actions which are jump, death, collecting a collectable, collecting the flag (completing the level), enemy contact and game over sound.

The bits that I found difficult: the enemy part as it needed more work than the other functions and was the most challenging between them whether trying to move the enemy left and right or drawing it. also, at the start I struggled with preventing the character from double jumping as I wasn't getting how it was going to be but then got it to work and understood it.

the skills I learnt/practiced in completing the game project: I learned how to add sounds which will make things more interactive and fun, I learned how to make the screen scroll which will be really useful if I want to make another game or something like this. I learned how to make an item be collected in a game and make game score be counted which is super fun and useful if I want to create my own game. I learned more about how to use the array more properly to minimize the number of objects as much as possible and make the code cleaner. I learned that using functions more for specific stuff like drawing a certain thing as clouds is better than just adding the code in setup as it makes the code more organized and easy to find.