In this final game project, I had a much deeper look into what my main game character's theme was.
I drew my game character as Kirby from the very famous company, Nintendo, In the game project I learnt
many new things. I experimented by trying to add videos or gif's as background images. However, as I could not
properly implement these features I decided to change the background of my game to an image that links to my
main character. The interesting thing about my game was adding background music to give the game life as well as add
enemies that are 'protecting' the collectable item. Another thing I managed to work was my character landing on a platform and
when I added a score tracker and a lives tracker. This meant users can keep an eye on their progress. The enemies
that are in the game are no other than Waddle Dee. They look like Kirby but are an orange/peach colour.
The background music in the game is also from a Kirby game but with a remix. By adding these extension, I have had a
better understanding of how enemies in games work as well as sound effects such as my character coming in contact
with an enemy resulting in an "oof" sound. My character falling down the canyon also produces a sound to give
users a more game like experience.