

The extensions that I used for my game were namely sound, platforms and enemies. For sounds I used unique sound effect for different interactions such as jumping or falling into the canyon. The platforms extension I have made it such that the player is required to use the platform to be able to collect a certain collectable. The enemies I have created were fitted to my theme and character, so I have used a ninja sword. The extensions are what made the game much more interactive and the addition of sound made the game much more alive than before.

The bits I have found difficult were interactions codes that whenever the character interacts with something, often these code causes a bug in my game which requires me to solve them. Another difficulty was the counters to decrease health or to increase the score when a collectable has been collected. Initially the health would keep decreasing to infinity when the character dies, which then I had to change the codes to fix the bug that is causing it.

The main skills that were learnt was on how to manage object orientated interactions, and how to utilize nesting for loops and if statements as they were the most used codes in the game that I have created. To properly use the if statements were a crucial part of the game and required a lot of practice to understand how to modify the statements in such a way that it results in the outcome that is desired.