**Game Project 7 – Report**

In this game project I have chosen to make my game awesome by creating platforms and creating enemies. I have done this by watching the tutorials on the VLE. Throughout creating these extensions, I have struggled with structuring my code by making sure it was placed in the right section of the sketch in order for the game to work properly. For example; after creating the enemies, I realised that they kept following my character when it was moving and would not collide with the character when it was past the point where the background started moving. The issue was that I have wrongly placed the “for loop” iteration for the enemies in the “keyReleased” function causing the enemies to glitch out. I have watched the tutorial again to compare my code and realised that the “for loop” iteration was not within the “push” and “pop” stack. What I have also found hard was that my character could not jump while it was on the platform so I had to figure out a way to fix this. I have used the console to debug the game whenever I was pressing space while the character was on the platform and I realised that in my key pressed and key released functions, the “gamechar\_y” and “floorpos\_y” were equal to each other meaning that the character could only jump when it was touching the floor. As a result, I have modified the code to “!falling” so the character could jump while on the platform and on floor; this would cause the game to think that the platform is the same as the floor. In conclusion, I have managed to learn how to structure my code in order to avoid any glitches from occurring and also, debug the game.