* your extension(s)
* 1.Not only the jumping and collectors contacting, but also add background, falling, losing and winning music to the game project.
* 2.
* 3.
* the bits you found difficult
* 1.clear the background before insert the images and apply them into the project.
* 2.Avoid the character jumping again in the air.
* 3.Understand the constructor function and apply it when there are some similar items needed to be build.
* the skills you learnt/practiced in completing the game project
* 1.Constructor function building, applying and adjusting.
* 2.
* 3.