Commentary

I have implemented Audio extension to my game that has enhanced the quality and experience of my game in terms of playability. By implementing sounds I have learnt how to use files from a folder and learnt new functions such as play(); and loop(); . By implementing sound my game feels more real and will provide a much better user experience. Furthermore, i learnt how to apply score and lives in the game. When my character captures a collectable item it disappears and adds 1 point to the users score and also makes a sound that tells the user the item has been captured. Moreover, if the character falls down the canyon it makes a dying sound to show the user that the character has fallen down and has lost a life which makes game to restart again. Moreover, I gained knowledge of applying a function where when the character makes contact with the flag the game level is completed and victory music starts to play to notify the user that he has completed a challenge, and a message comes up notifying the player that he has passed the level. Overall, by doing these extensions I obtained necessary skills and knowledge to execute this project in the best way possible.