Game project by Miguel Andrés Rendón Reyes

The bits I found difficult

Making it to the deadline, that was my biggest struggle. I have to admit that most of the things my project is missing would've been there if I started to code them earlier, even with planned goals at the start it was difficult to me follow them and complete my assignments at good time with all the requirements, an example of this problem is the sliding world, that was left behind because of the hurry.

The extensions

Most of my effort was at vectorial math, the experimentation with this data structure was very insightful for me, playing with the math involved combined with great tools like the generators allowed me to code a project with the physics as the focus. Additionally mapping every key with its respective direction help to simplify the process of changing the movement of the character/player and speaking of simple, dynamic script hooks supported the modularization of the code into different files making it more maintainable and cleaner.

Learnt/Practiced skills

Being patient to solve all the problems that came, the modularization of the code through multiple files and managing the dependencies between them, logical reasoning to find a fitness solution for every challenge and problem, and creativity (not exactly in the graphics).

Code and documentation

The project was submitted to [this](#) GitHub repo, for which you can assess to confirm the originality of this work.