

# Reflection

In my game project, I am able to master the basics of JavaScript in a fun and interactive way by doing this game project. As this game project help me to learn the basics from coding a simple rectangle block to making my own game character, using for loops to help design the background of the game. I was able to transition from using the draw function to calling the function in the draw function and most importantly learning about constructor function which makes it even much more simpler.

The extension was fun but yet tedious and challenging to implement as I was not so familiar in using the factory pattern to create the platform and using constructor function to create the enemy as this was all new to me and we had very little practise on it, and I was too used to just lumping everything into the draw function. Eventually I was able to figure out how to implement both the constructor function and factory pattern and saw how it made the game project code easier to implement and in addition making the code more efficient and neater instead of just dumping the whole code into the draw function. Adding sound into the game was intriguing as it was something new to us but it made the game more appealing and fun to play.

Lastly I learnt how to debugged my own code after facing many trial and error when trying to come up with new and creative idea for the game design.