

In this game I made a few changes. I started by changing all of the art out and made it so that you had to capture birds. They also spawn higher than the butterflies did since they are birds. Along with that I put the setting in more of a forest type location to match the theme.

When it comes to the code, the only end game is by collecting all of the birds and pushing through to level 8. I added a function so that once you get to level 8, it will tell you that you have collected all of the birds and that you can push play again to restart. At this point it does not allow you to move or anything so you have to push the button. I also changed the layout and the color of the background and where the restart button was located. Before it was called home and it was down in the footer, but I moved it up to the header that the counter is at so it was easy to find. I adjusted the size of the canvas because everything seemed to be so off to one side so it now has a length of 900 px. This gives a little more space even though it was only a change of 100px. I also changed the font in everything out for Gotham because I liked how clear and sharp the font was. I also added a second header that gives instructions on what to do just so the objective is clearer. The friction was adjusted just a bit to make the character slow down a bit and make the game feel a little longer.