Extensions overview:

The main extension of the game is, in my vision, the depth system – the world has three slices of depth between which the player can swap. To help the player navigate between them without losing comprehension, I decided to color them in three colors – red, green and blue.

Another features include parallax (by adding fractional counter-translations during drawing), smooth camera movement (through the use of lerp() function), shadows of entities and their jiggle animation of enemies with coins (done by altering their coordinates during drawing using sin and cos functions).

Another extension, although minor, is that almost every object except for some first ones is randomly generated on every restart, improving replay-ability. With that in mind, platforms have been made "jumpable" to each other among one depth level based on how high can the game character jump.

Difficulties:

In terms of difficulties during the development, tackling platforms was the most irritating process – without a collision system provided by the framework, it's rather hard to mimic it using conditions and states, as it requires keeping in mind many different possible conditions, extensive debugging and so on, let alone typos. But other than platforms, nothing else has been *exceptionally* difficult.

Skills learned and practiced:

With this game project I've practiced, first of all, p5.js as a library itself. Although if to speak more globally, I've learned different paradigms of programming (e.g. different objects instantiation methods) and how and when they are used. With a whole project being finished, it can also be said that I've practiced different organizing practices and approaches to coding in general.