INTRO:  
This is a simple platformer, 2D scroller with 4 way scrolling that utilizes cameras. Built levels using list that maps out level by 32x32 blocks of varying types.

Use arrows to move, space to jump, and find the door to exit the current level into the next level. Avoid the lava!

I tried my best to make the game interesting by changing the block and background image for each level, as well as having sound effects and music. I know I could’ve done better by adding NPCs, labels, and animated sprite. I plan to work on this for fun during winter break  
  
Thanks so much for a fun semester, I learned a bunch!  
  
Sources for images/sounds:

Image for background1 = <https://wallpapertag.com/img/345878>

Tile sheet1 = <https://cmkt-image-prd.global.ssl.fastly.net/0.1.0/ps/521575/1160/772/m1/fpnw/wm0/blackcatpreview-.jpg?1434095053&s=79c4e9d3e5bf9f40b14a7abc3e3dc2ea>

Creative commons sounds:  
Background music - PixelLand = <http://incompetech.com/music/royalty-free/index.html?collection=029&Search=Search>

Lava sizzle = <https://freesound.org/people/CHEATSman115/sounds/234124/>

Jump = https://freesound.org/people/Lefty\_Studios/sounds/369515/

Door = <https://freesound.org/people/JarredGibb/sounds/219499/>

Platform bump = https://freesound.org/people/Calethos/sounds/31126/