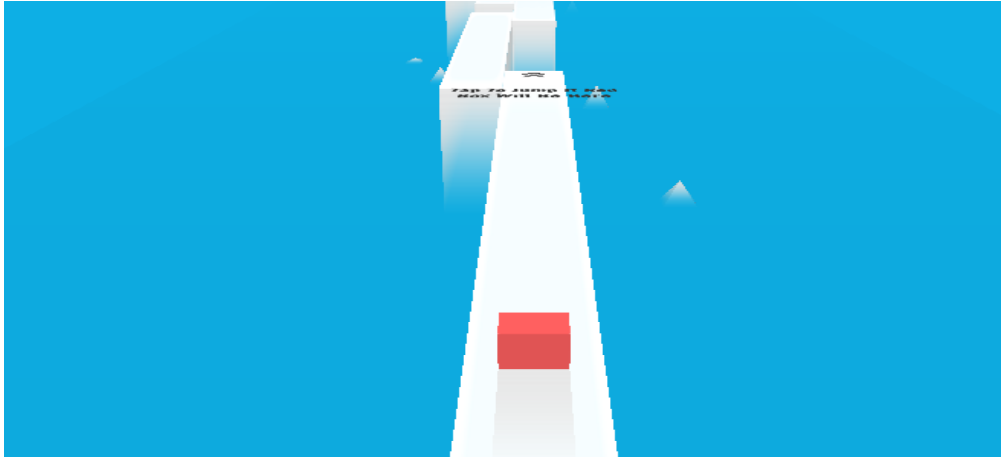


Risky Way Game



A moving cube that waits for certain input at certain times,
and if the input as expected, it will complete the game
with the change in the time periods
in which it receives the next input and the input

ex :

program config [(1.5s, left), (2, left), (3, right)]

map config [(0,0), (0,1) , (-1,1), (-1,2), (0, 3)]

note : developer make simple dashboard for admin
to change program congis and game environment like
speed , game inputs

Team members

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