

## 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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