Generally, our implementations align with the game plan.

We loaded the characters/assets’ textures, set up the background and background music.

We achieved the actions such as going left/right, jumping.

There is a slight change of the design as planned. We loaded the different textures and different backgrounds.

Pressing the right button can move the player to the right, pressing the left button can move the player to the left, pressing “C” or left clicking the mouse can make the player jump, pressing “V” can make the player raise up the weapon.