[Tutorial Link](https://www.youtube.com/watch?v=saL_7ZYELRQ&feature=youtu.be)

[Burndown Chart Link](https://docs.google.com/spreadsheets/d/1SCJrcvGdpho_S7qXEkWOgWCn4K8F8IlEDVGhkQaVSnU/edit#gid=906264983)

[Graphics](http://tsgk.captainn.net/?p=showgame&t=sy&sy=6&ga=214)

**Zelda:**

Complete the items in the Zelda burndown chart template, including the entire first dungeon.

**For all games**:

1. Please make sure that you include an invincibility mode, toggled by pressing KeyCode.I (for Invincible) on the keyboard.
2. Also, please make sure that all your controls are what we expect (you will lose points if you have other controls):
   1. The controls for the two NES games (Zelda and Metroid) are:
      1. Arrow keys for movement
      2. KeyCode.A for the NES Controller's A button
      3. KeyCode.S for the NES Controller's B button
      4. KeyCode.Return should be used for the NES Controller's Start button
      5. KeyCode.RightShift for the NES Controller's Select button

**Naming conventions must be followed:**

This depends on the project, but in general...

*"EECS494-W16-<TUT0, TUT1, P1, P2, P3>-<first\_name><last\_initial>\_<first\_name><last\_initial>..."*

For example, "EECS494-W16-P3-JeremyB\_AustinY\_RyanW\_MatthewS.zip"