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<div align="center">Platformer</div>

-Use the physical resolution of the screen to configure the frame buffer

-tried to implement health

Assignment unfinished.

<div align="center">Sources</div>

Bitmap Resources
https://pastebin.com/raw/pqyLUaYu

Viewport code
"Implementing a Viewport"
       Uppsala U Student Portal
       Game Development for Android

SAT intersection
https://pastebin.com/raw/vDzzZVvD

BitmapPool
https://pastebin.com/raw/KywhnEiA

Random
https://pastebin.com/raw/7m2r5PjV

Assets
https://opengameart.org/content/platform-pack

Debug text renderer
https://pastebin.com/raw/s6Cr6L31