Daniel Wang - Final Meeting for Final Project

Period: 6
Group Member: Daniel Wang
Group Name: JigglyCat
Project Title: RockMan
Brief Project Description: A player moves and jumps around obstacles to reach an end goal at the end of the stage using running and jumping.
List of current functionalities:
- A rectangle (player) can jump and move from side to side.
- You can adjust these values in the code (maxSpeed, jumpForce, how big the player is)
- You can create a platform the player can interact with, with 2 differing modes allowing you to switch between being able to jump through the block and land on it or making the block fully solid.
- Sprites made for the character, implemented so it can move. (animations loop)
- The camera moves along with player
- When a player touches the death platform, the player gets teleported back.
- When you touch the winning tile, it prints out YOU WIN!

How does it work?
- The arrow keys, left and right to move left and right and up to jump.
- Reach the end