Team Name: The Slackers

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Flat Quest our team's CSCI205 Final Project. In summary, *Flat Quest* is a 2D platform-jumping game in which the character Flatly overcomes barriers and works with his shadow to enter portals and conquer levels. Not only is the player of the game immersed in an intense game-playing experience, but the player is also captivated by text and spoken narration as Flatly explores the levels.

How to play the game:
● Run the .jar file
● Use 'WASD' or the arrow keys to move Flatly around the screen to explore new territory
● Press 'Q' to spawn and despawn Flatly's shadow to assist with high jumps
● 'SHIFT' to to switch between controlling Flatly or his shadow
● 'SPACE' to pause the game
● Explore the level until Flatly finds a portal in order to proceed to the next level (5 total levels)

Tips and Tricks:
● Read the text to fully immerse yourself in Flatly's story and world (*** and also get a few hints of how to succeed in the game along the way ***)
● Button trick for a high jump: 'W' -> 'Q' -> 'W' -> 'SHIFT'
● Explore the level to find hidden narration