CITA 212-01

W11D1

Your responses to the questions will have **bold** text.

TileVania

* ***Remember to use our naming conventions***
* set up a new repo, both local as well as remote

Move & Flip Enemy

* Stage, Commit, and Push this to your remote repo, using the comment, “Move & Flip Enemy”

Player Mortality

* Stage, Commit, and Push this to your remote repo, using the comment, “Player Mortality”

Player Death State

* Stage, Commit, and Push this to your remote repo, using the comment, “Player Death State”

How to Create Hazards

* Stage, Commit, and Push this to your remote repo, using the comment, “How to Create Hazards”

Instantiate Bullet From Gun

* Stage, Commit, and Push this to your remote repo, using the comment, “Instantiate Bullet From Gun”

Implement Bullet Behavior

* Stage, Commit, and Push this to your remote repo, using the comment, “Implement Bullet Behavior”

Create Some Levels

* Stage, Commit, and Push this to your remote repo, using the comment, “Create Some Levels”

List your URI(URL) for the most recent commit of this project in the comments section of Blackboard **and** below: