Changes To Initial Design Proposal:
      Enemies were not introduced

Changes Made Since TP2:

When referring to "walls," I am explicitly referring to walls within the room, excluding the 3 main chamber walls enclosing the room in the x plane, y plane, and z plane.

- Player-wall boundaries
- Players can stand on top of walls
- Place boxes on top of walls
- Place portals on walls in all axis (except in the -y direction)
- Movement was updated to be continuous and not rigid single input movements
  - You can also move diagonally by pressing more than 1 key at a time
- Added shadow underneath the player to indicate where the player will land if they are midair
- Maps created
- Title screen and end credit screen