Minimum Viable Product Handin - Luke

If you have gone through chapter 22, Sprites and Walls, then the example code is your minimum viable product. That is what you are describing and handing in here.

<https://arcade-book.readthedocs.io/en/latest/chapters/22_sprites_and_walls/sprites_and_walls.html>

| Briefly describe your minimum viable product (MVP). | It's a simple scrolling platformer that the player can run around, jump up and down and climb ladders. |
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| Insert a screenshot of your MVP. |  |
| Include links to where code came from or where you got help. | [Simple Platformer: Step 1. Open a window](https://arcade.academy/examples/platform_tutorial/step_01.html)  Used the simple platformer instructions to help me set up my minimum viable product. |
| Record a short video of your MVP being played. Upload to youtube or share somehow. | <https://youtu.be/PI5kxXz_YWE>  Link to my minimum viable product of my game. |
| Reflect on creating this MVP. How did it go? | It went well except for getting the map to work, because when I tried to link my map to my game it said it was unable to find the file it was in, this issue put me way behind in making my game because I was unable to test it because the game wouldn’t start, however I found out there was 2 folders and it was looking for the other one so I just put my map file into there and the map worked. |