Project requirements

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Community & UN SDG(s):	Teenagers/Young Adults + SDG 15 Life on Land
Date:	Oct 21, 2023

Project Name	As the Light Grows

Functional Requirements

- Player can start the game and play through the levels in order
- Dying in a level causes that level to start over
- Each level is complete-able

Technical/Performance Requirements

- Game engine: Godot
- Desktop game
- Language: C#
- Controls: WASD or arrow keys