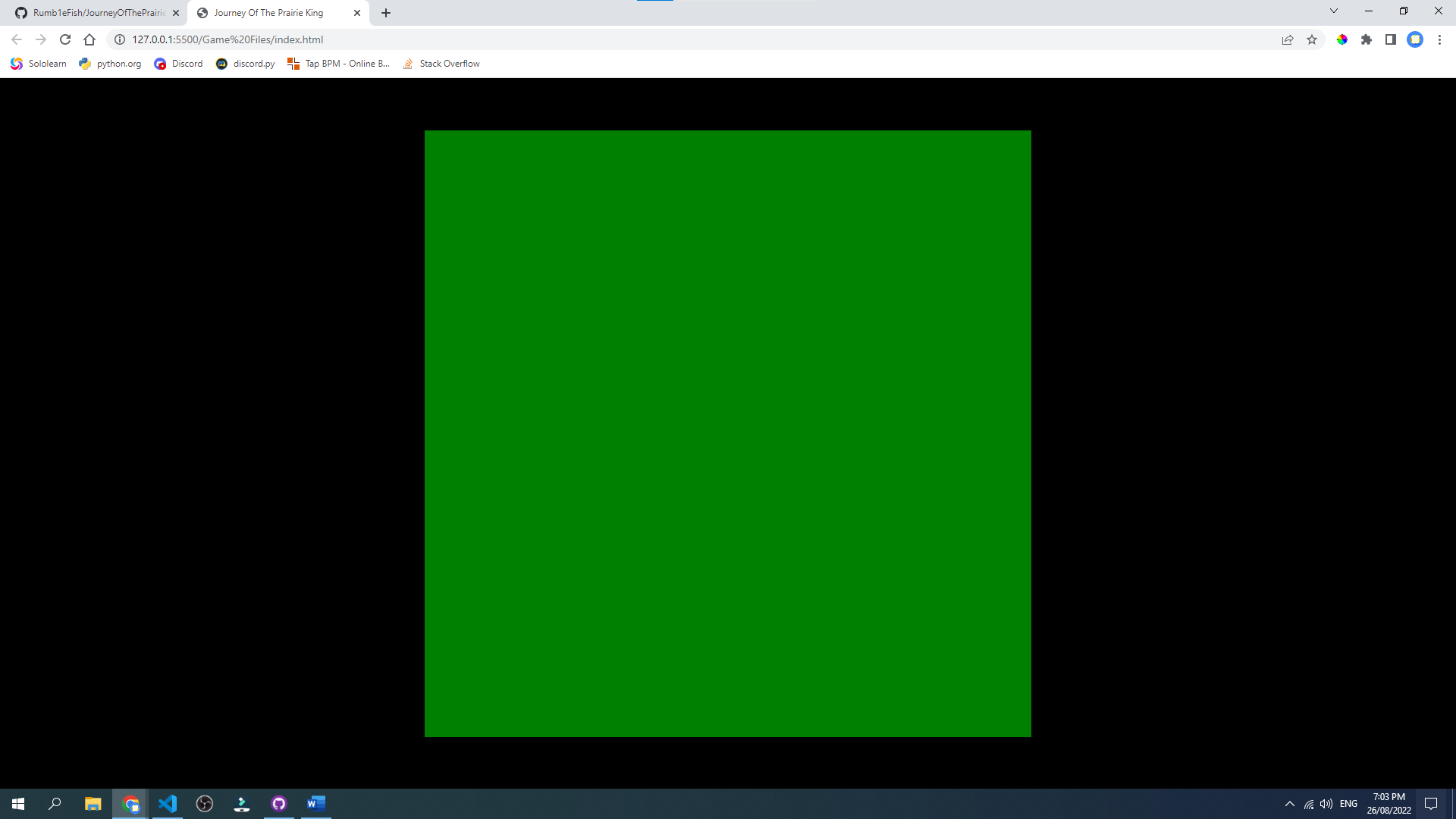
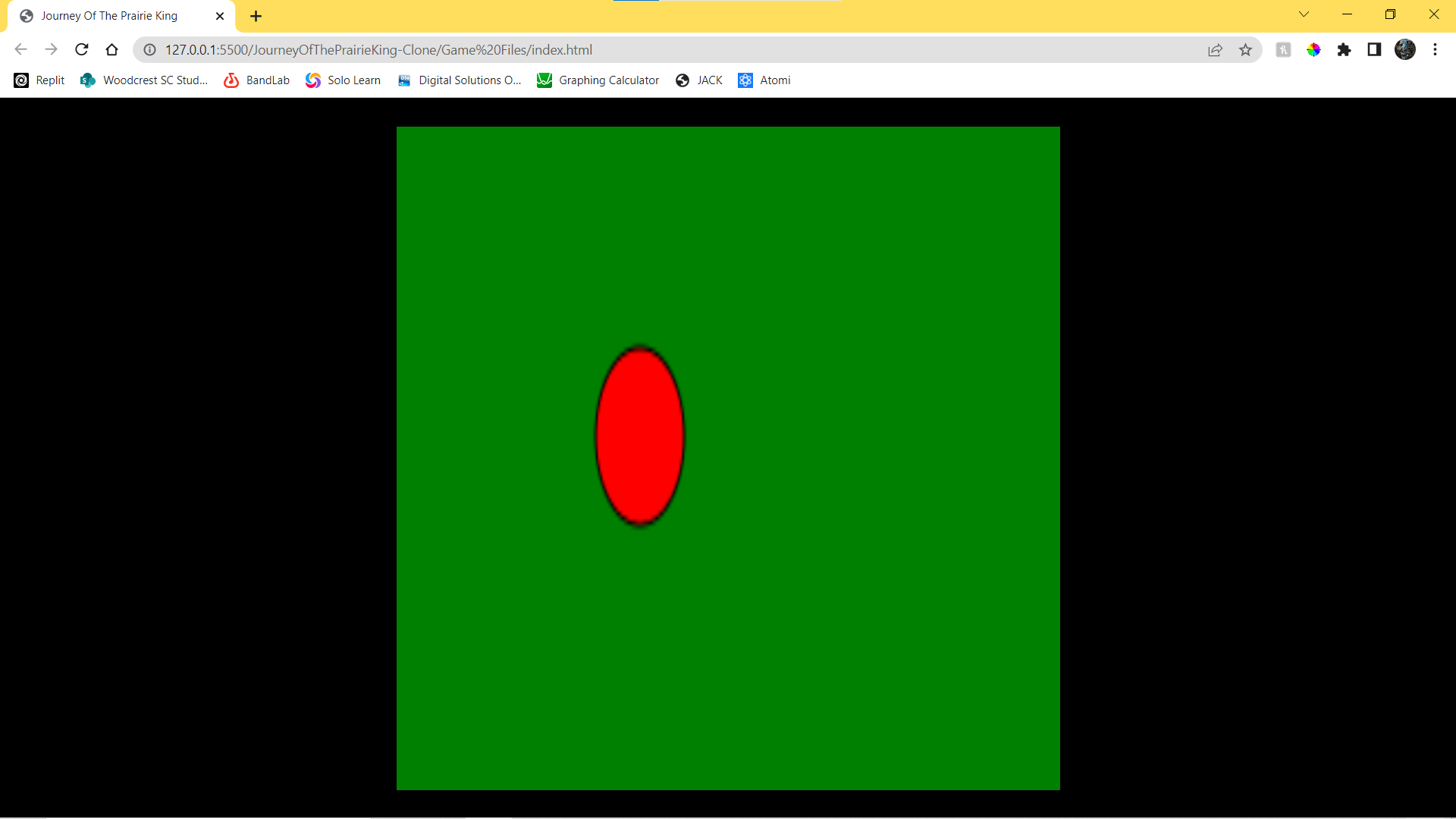
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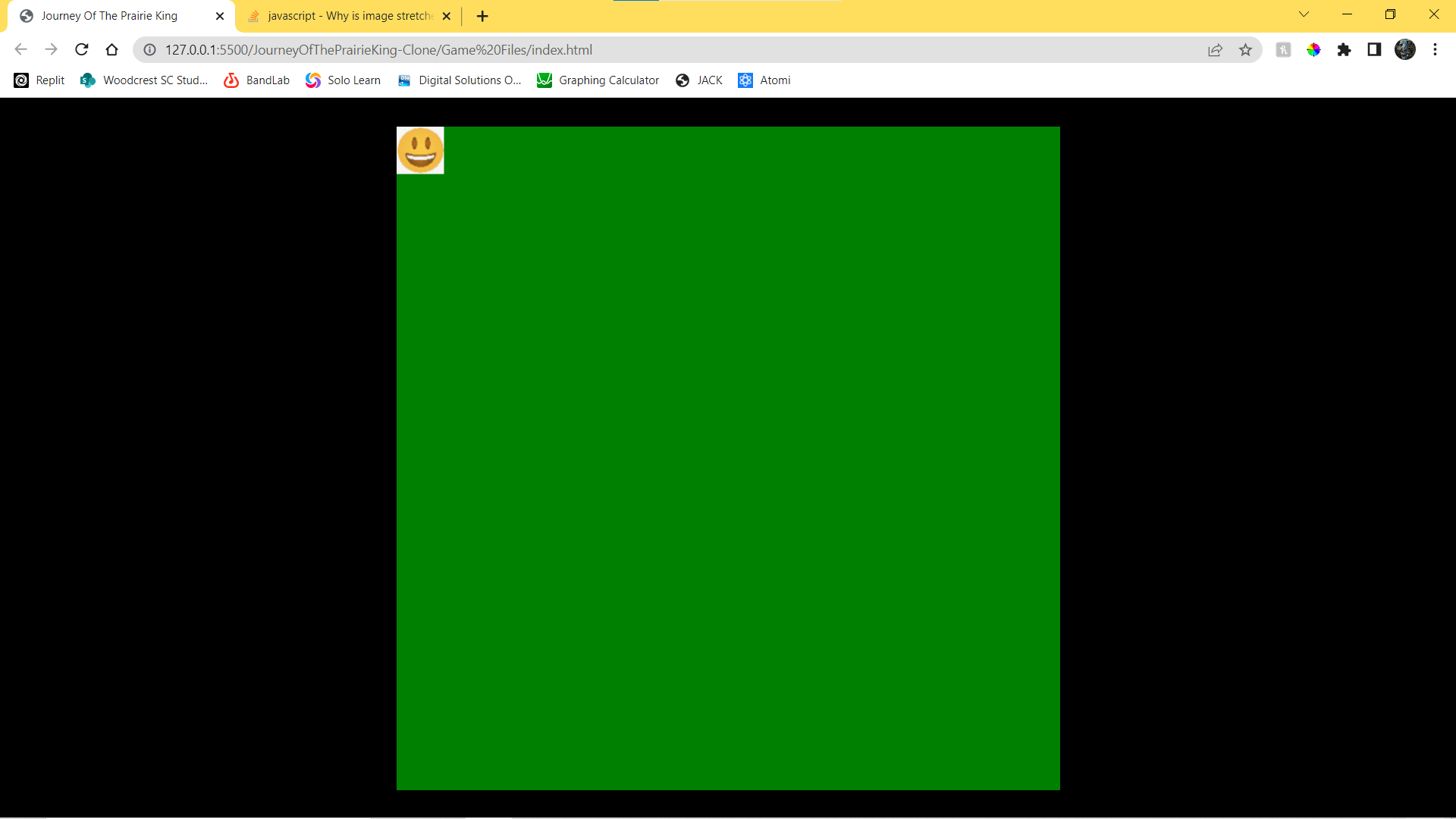
**Step 1: Player Movement**

Created canvas



Created movement, not yet able to detect canvas boundaries. Player image is stretched on the y axis for some reason. Looked for help to fix this on Stack Overflow

Created collision detection for border of canvas.



**Step 2: Gun**

Created mouse tracking

