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Chip’s Challenge Features

The two features I have currently implemented are the Chip class and the Map class. The issue I am running into right now is that Eclipse is not recognizing any JavaFX imports, however, I simply believe this is an issue with the Build Path that can easily be resolved. The two features I am most excited about implementing in this project are the Key and Sand/Water class. The Key class will, when picked up, allow Chip to traverse past previously un-passable blocks. On the other hand, Sand Blocks, when pushed, will allow Chip to traverse Water Blocks.