

Website URL:

* https://sise-web-development-environments.github.io/assignment2-jonathan_abdallah/

Students:

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Features:

1. A clock pickup that increase the play time by 30s
2. A "?" pickup that gives a random score to the player upon pickup (can be a negative value!)
3. We have purposely made the enemies move at random except when the player is very near them. Otherwise the game is too hard.