Quest 2 - Physics Maze

This Quest Entails:
- Sprites/Graphics
- Level Design
- Player Control
- Physics
- Collisions

Summary
You will construct a physics-driven game in which a player-controlled object must navigate a hazardous landscape to reach an end destination.

Core Loop Requirements
Inputs
- Keyboard Key "LeftArrow"
- Keyboard Key "RightArrow"
- Keyboard Key "SpaceBar"

Actions
- Rotate Player Left
- Rotate Player Right
- Thrust Player

Obstacles
- Touching Landscape Boundaries kills the Player
- Touching Obstacle Objects kills the Player

Goal
- Reach the End Zone without Dying

Additional Quest Details/Requirements:
- Use the same project as the prior assignment
- Scene - "Scenes/Q2"
- Screen Ratio should be set to 16:9
- Character Sprite
- Obstacle Sprite
- End Zone Sprite
- Keyboard Input
- Player Movement must be achieved through Physics
- Object collisions should be handled by the Physics engine
- Death restarts the game