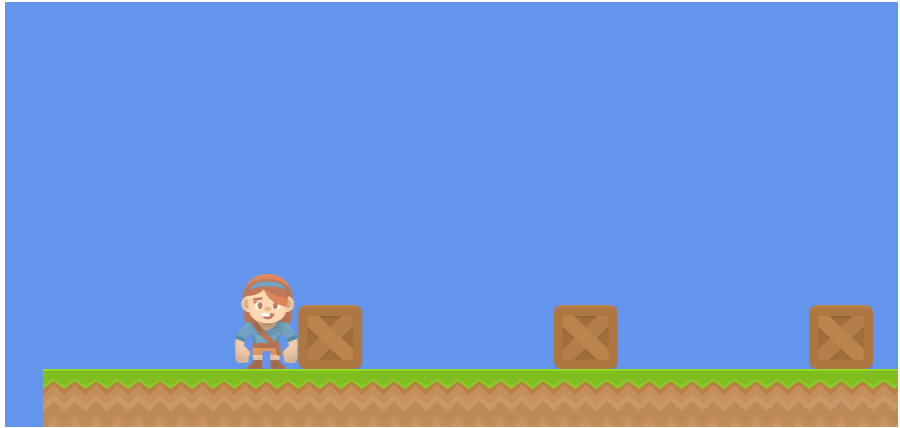


Minimum Viable Product Handin

If you have gone through chapter 22, Sprites and Walls, then the example code is your minimum viable product. That is what you are describing and handing in here.

https://arcade-book.readthedocs.io/en/latest/chapters/22_sprites_and_walls/sprites_and_walls.html

Briefly describe your minimum viable product (MVP).	A playable character that can move forward and backwards
Insert a screenshot of your MVP.	
Include links to where code came from or where you got help.	https://arcade.academy/examples/platform_tutorial/step_01.html https://arcade.academy/examples/platform_tutorial/step_03.html https://arcade.academy/examples/platform_tutorial/step_05.html !
Record a short video of your MVP being played. Upload to youtube or share somehow.	https://www.youtube.com/watch?v=a_rtYLOTvIc
Reflect on creating this MVP. How did it go?	So the tutorial was a big help. It helped me to understand how to use the code to make things happen. With examples the tutorial gave, let me compare my code with it to see if there was anything I could do to improve my original work.