

Daniel Izmaylov 20587660
Ofek Ronen 315007989

- Website: https://web-development-environments-2021.github.io/assignment2_205587660_315007989
- we added two functionalities to the game:
 - hourglass pick-up: spawns randomly in the game, upon pickup enemies move 30% slower for 2 sec.
 - Green mushroom pick-up: spawns randomly in the game, upon pickup additional live added to the player.