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Chip's Challenge Deliverable
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Completed:

- Chip's challenged shall be laid out on at least a 25 by 25 grid
- The grid will be fixed in place and the entire grid will be visible throughout the game
- Chip's movements will be controlled by the user pressing one of the four directional arrows
- When the user presses the escape key, the game will stop and the window will close
- Implemented keys and key walls including picking up or using the key, and the keywall blocking Chip or unlocking based on Chip's held keys
 - My first screenshot shows Chip right before he gets the key
 - My second screenshot shows Chip after he's picked up the key
 - My third screenshot shows Chip after he's unlocked the door

In progress/currently planned:

- Multiple levels
- Chips and tile that blocks until you get all chips
- Wall tiles
- Text display upon picking up keys/chips