***Coal Project Level 3 Report***

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So far,

* 3 Hurdles block the way of Mario and prevents him from moving.
* A Flag stands high with an elegant golden crown.
* Mario Character moves by pressing left and right key.
* Mario Character jumps by pressing up key and successfully jumps over hurdles.
* Hurdles prevent Mario to move forward and backward.
* Enemies move between hurdles and Mario dies in contact with enemies.
* Hitting the flag leads to the next level and entering castle ends the game.
* A demonic creature resides in the Troposphere and drops hellish fireballs on Mario preventing Mario to succeed.















