

Chip's Challenge Week 1 Progress

Features to be Included:

1. Display board grid and maze – accomplished
2. Display player and move player with arrow keys – accomplished
3. Have player interact with board objects (not run into wall) - accomplished
4. Close game window on 'Escape' key – accomplished
5. Display final target cell – in progress
6. Display chips to collect – in progress
7. Keep track of chips collected and display on dashboard – in progress
8. Add dashboard to display screen with relevant info – in progress
9. Add bugs/monsters moving through board – in progress
10. Add animation for player (player up, down, left, right images) and monsters (should observe player) – in progress

Current board:

