Project Part 1

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Title: Finals-Weak: a game to prove who is weak and who is strong in the face of FINALS!

Description: We will use Java to code a 2D, top-down game called "Finals-Weak" where the player must navigate various parts of campus to survive finals week at CU by using a lightweight Java library.

Functionality:
- Each level will feature a different location on campus, such as the C4C, the Engineering Center, or even the Hill
- The main mechanics will involve directing the player character with the WASD or arrow keys
- Tasks will include finding places to study or hunting down food to stay nourished
- The game will be time-based to represent the real stress of finals

Stretch Functionality:
- Multiplayer functionality
- Different levels of difficulty
- Additional power-ups
    - Ex) headphones make you invincible for a few seconds
    - Ex) coffee makes your avatar move faster

Git-Hub Link: https://github.com/brobinson124/finals-weak.git