


Declaration of Original Work

We/I, Alliyah Cristine Dadula and Clarise Sofia Perez of section S16, declare that the code, resources, and documents that we submitted for the 2nd phase of the major course output (MCO) for CCPROG3 are our own work and effort. We take full responsibility for the submission and understand the repercussions of committing academic dishonesty, as stated in the DLSU Student Handbook. We affirm that we have not used any unauthorized assistance or unfair means in completing this project.

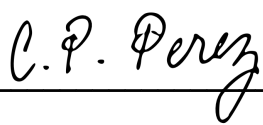
We acknowledge the following external sources or references used in the development of this project:

1. RyiSnow. 2022. How to Make a 2D Game in Java. Youtube. https://www.youtube.com/playlist?list=PL_QPQmz5C6WUF-pOQDsbsKbaBZqXj4qSq
2. Chip Wiki. Tiles. <https://wiki.bitbusters.club/Tile>
3. Burnham, P. 2023. RPG Ice Sliding Player Mechanics in GameMaker! Youtube. <https://youtu.be/ojLhN9-u28?si=Yv1fwZRdh6Ayh7Z1>

By signing this declaration, we affirm the authenticity and originality of our work.



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