Team name: Zyzz

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Program purpose: It's a game with a character that moves up and down with a wave pattern and try and not to hit the sides, or you lose the game. Environmental idea is to have a plastic bottle and a tree or bush and you try and make the bottle not hit the bush.

Target user profile: Children or adults any ages

Feature list:

Instructions: press the run button, and then it will load you into a game, and you can move up and down with arrow keys or wasd and use the space bar as a jump tool.