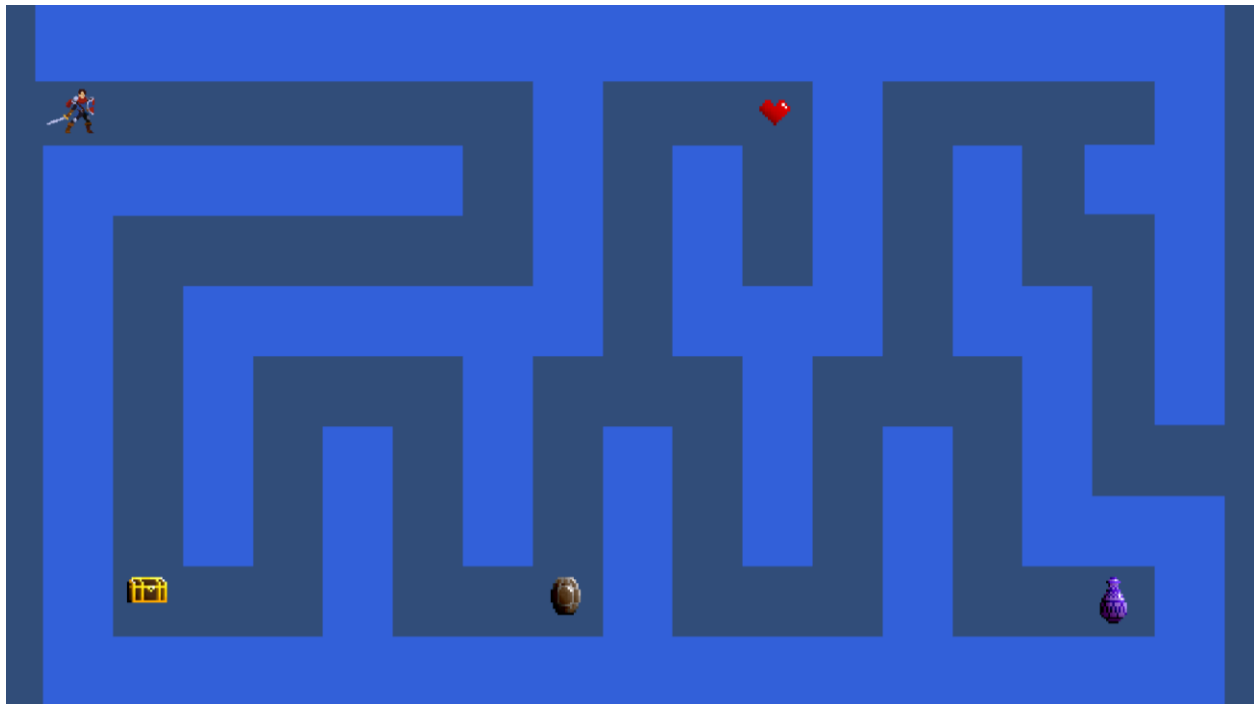# GAME PROGRAMMING
(CSCI 2413/01)
Spring, 2022

Homework 02

Build a maze like the maze above that allows a character to move through the maze by using the arrow keys.

Rules:
- Player cannot move through the walls.
- Player should be able to navigate through the maze using the arrow keys
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- Find an image to use for the walls instead of a solid color.
- Find an image to use for the Player and add a moving animation.
- If the Player collides with a wall, it moves the Player back to the starting point.
- Add at least 4 objects for the Player to collide with and make them disappear when the Player makes contact.