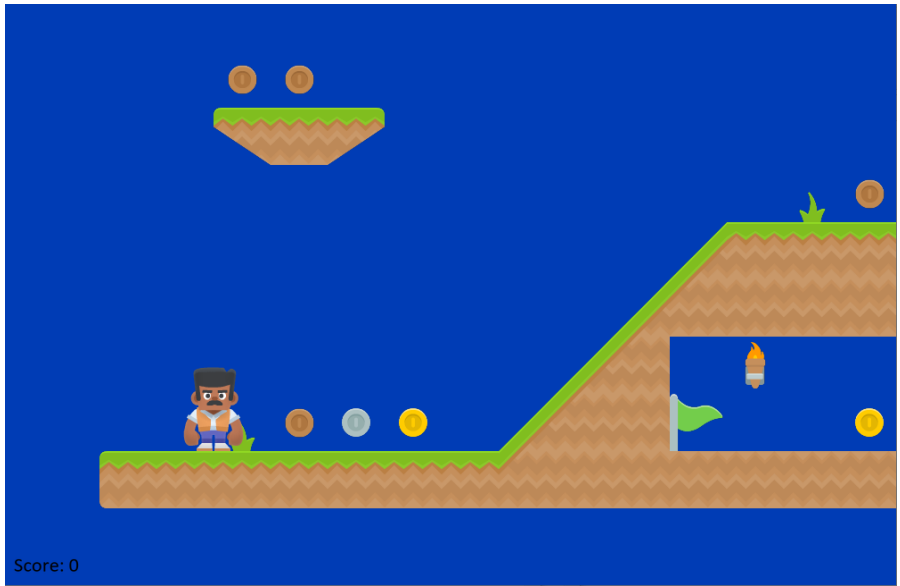


Minimum Viable Product Handin

If you have gone through chapter 22, Sprites and Walls, then the example code is your minimum viable product. That is what you are describing and handing in here.

https://arcade-book.readthedocs.io/en/latest/chapters/22_sprites_and_walls/sprites_and_walls.html

Briefly describe your minimum viable product (MVP).	This minimum viable product has a character that can walk, jump, play animations, collect coins, climb ladders around a map made in Tiled with a camera that scrolls along with that character. The game restarts when the character falls through the map.
Insert a screenshot of your MVP.	 <p>Score: 0</p>
Include links to where code came from or where you got help.	https://arcade.academy/examples/platform_tutorial/step_11.html
Record a short video of your MVP being played. Upload to youtube or share somehow.	https://youtu.be/X6KVDRMgcDA
Reflect on creating this MVP. How did it go?	I copied the Step 11 code from the simple platformer tutorial from arcade.academy. I had no issues making a screenshot and recording video.