Combining multiple coding and design skills you have learned in the module, create an interactive project OR game that incorporates, extends, subverts, or play’s with established game or interface or media mechanics. You should draw inspiration from various sources, including retro games, administrative technologies, personal experiences, art, film, or other interactive media.

You should carefully consider aesthetics, objectives and interactivity in the design and development of the project. Projects should contain around 250 – 500 lines of code and you should create original assets such as images, sounds, graphics or video.

Ensure your code includes comments explaining your decisions and any challenges you faced. Additionally, include a README file that briefly describes your project, its functionality, your sources of inspiration, and major challenges and a reflection on the development of your technical understanding.

Your project will be assessed on quality and creativity. You will also receive additional marks If you go beyond the content of the lectures to find your own sources of technical or creative inspiration, or demonstrate notable creative or technical competency

Game Name – Sandwich escape

*Inspiration code*

<https://github.com/igorbdamata/Avoid> < code

<https://igorbdamata.itch.io/avoid> < game

Key arrows to move the sandwich, you must avoid the heavies and stop yourself from being eaten.