CS447 Project 2 Readme
Jasmine Emerson
Kelly Keniston
Priya Kudva

1. Controls
   Up, down, left, right = Kirby movement
   Space = Jump
   Z = Suck up enemy
   Up (when enemy sucked) = spit out
   Down (when enemy sucked) = swallow and change state
   Up (when at door) = enter door

2. Cheat Codes
   None
3. Original Low-bar Checklist

Sidescrolling platformer	- Complete
10 different enemies	- Complete
10 different playing states for Kirby	- Complete
At least 2 levels	- Complete
At least 1 boss at the end of level 2	- Incomplete
Networking - at least 1 other player that can play Kirby	– Partially complete

4. Other Goals
   Background Music

License:
We are adapting the properties of a CC0 license. Please use this code responsibly.