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 is about simple platformer game where you can move a character around a map made in Tiled with the arrow keys and WASD keys to move the character around and collect coins and flags. |
| --- | --- |
| Insert a screenshot of your MVP. |  |
| Include links to where code came from or where you got help. | <http://learn.arcade.academy/chapters/26_platformers/platformers.html?highlight=platformer>  Or if the link doesn't work, try this one, [Simple Platformer — Python Arcade Library 2.6.3 documentation](https://api.arcade.academy/en/latest/examples/platform_tutorial/index.html#platformer-tutorial) |
| Record a short video of your MVP being played. Upload to youtube or share somehow. | <https://youtu.be/LukUsTnl9Wc> |
| Reflect on creating this MVP. How did it go? | Making this particular MVP was quite easy because it was just a copy and paste of the code from the website, it is good to look at the code how it is made and how it all works together to carry on making my own changes to it and adding bits and pieces to it to make it better, i.e, the minimum product would be a basic thing to move a character around the screen and collect a few coins, the type of viable product I want to achieve would be making a game that someone would want to play and invest their time in playing it and not get bored, because it is interesting and engaging, this is what happened to minecraft, wasn't that fun but is was at the same running around and smashing blocks, and with the user input, it became much better for what the general public user wanted to play. |

