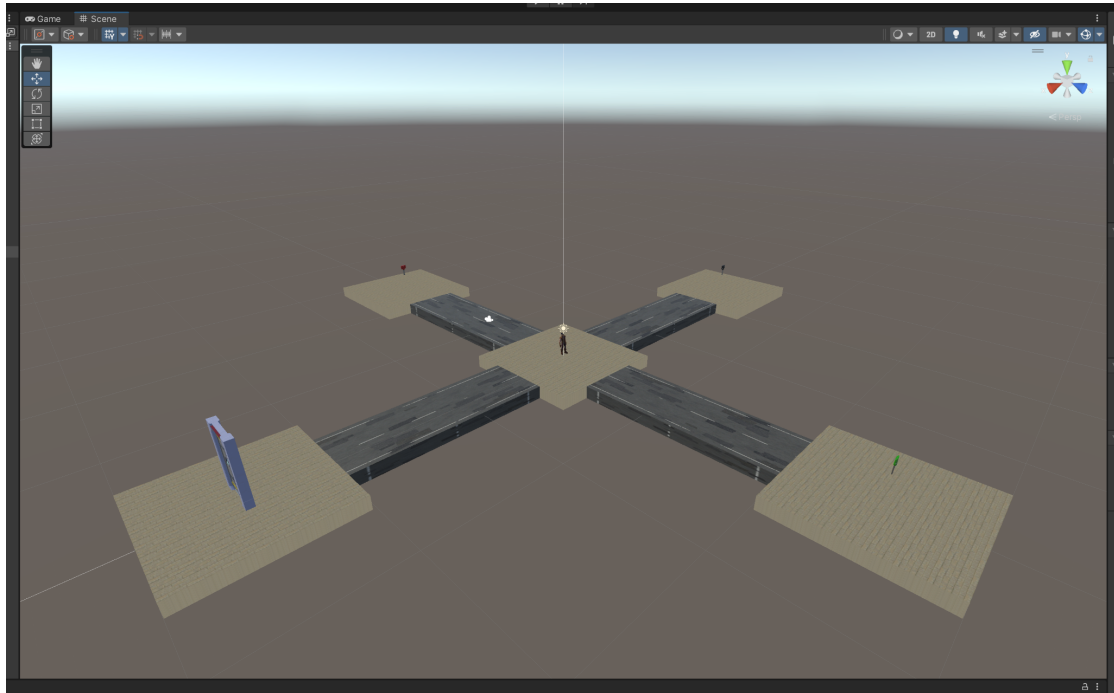# CMPE485 HW2

Map

Rules

Game consists of 5 islands with 3 keys and a door. Objective is to find the right key to open the door. Player starts at the middle island where it is surrounded by 4 islands. One island has a door that needs to be opened while three islands have possible keys to open it. Players can collect the key by pressing "E" near the keys. After colliding the door with the key, it disappears if it is not the right key. Falling down from the platform ends the game. Roads have an obstacle of fire that's generated every 4 minutes where colliding with them ends the game.

Video Link

https://drive.google.com/file/d/1vTBiHCIfoHiHLPLLOBy5Wd6gQwbwzn_B/view?usp=sharing

GitHub Link

https://github.com/hamzaakyildiz/CMPE485-Spring23