

## Write Up

### Core

Main and End Screens are simple but aesthetically pleasing, inline with my other projects theme

5 custom built levels that I spent far too much time on

Player Animations + Sliding Blocks

Press R to reset level. + noted on title screen to inform player.

End Screen informing user they have won / beaten all levels

<https://hjc2.github.io/sokoban/>

### Additional

Timer for user to play the game back faster and optimize

2 additional levels

### Acknowledgements

sourced from: <https://snoblin.itch.io/pixel-rpg-free-npc?download>

<https://kenney.nl/assets/pattern-pack>

Level design inspiration from David W Skinner