Milestone: Skeletal Game

Milestone requirements:
- Working application rendering code and shaders for background and sprite assets
  - ❖ Sprite assets for main character-Sam
- Loading and rendering of textured geometry with correct blending.
- Working basic 2D transformations.
  - ❖ Scaling, transformation, rotation of character Sam
- Keyboard/mouse control of one or more character sprites. This can include changes in the set of rendered objects, object geometry, position, orientation, textures, colors, and other attributes. - Random or hard-coded action of (other) characters/assets.
  - ❖ Keyboard control for Sam (with changing texture depending if he move left or right)
  - ❖ We have hard-coded patrol actions for some other characters (the monsters).
- Basic key-frame/state interpolation (smooth movement from point A to point B in Cartesian or angle space).
  - ❖ Enemies have smooth movement in cartesian space.
- Stable game code supporting continuing execution and graceful termination.
  - ❖ The game runs without crashing

Creative: You should implement one or more additional creative elements. These can include additional integrated assets or rendering effects or pre-emptive implementation of one or more features from subsequent milestones.

We have implemented an interactable closet (current sprite is the fish), where you can interact with E and hide in the closet, and press E again to come out of the closet.

We are in line with our development plan, which was to have:
- ❖ Very basic map, wall collision
- ❖ Assets(non-interactable) in maps (no texture yet)
- ❖ Basic movement

We have all of the above, and have a non-interactable asset on the map, along with the enemies moving around, so we are ahead of schedule in this regard.