

Steven Eisemann

10/2/18

Chip's Challenge Deliverable 1

Currently implemented features and requirements:

- Game takes place on a 25x25 grid
- Grid is fixed in place and Chip moves inside of it
- Chip's movements are controlled with arrow keys
- Escape key closes the window and ends the program
- Special squares that move Chip to the other side of the map

To be implemented later:

- The collectibles required to unlock the exit square
- A grid reset to occur when the player steps onto the end time so that the second level can be drawn
- Keys that unlock doors (tentative)
- Crates that need to be pushed out of the way to open paths (tentative)
  - Keys, Crates, and collectibles will be controlled by the Level class