# 6.111 final project abstract

**Abstract**

   The project is similar to classic videogame side-scrollers, where players use direction keys and an action button to control a 2d character through plataforms, dodging or killing enemies and collecting items, using sprites and sprite collision, and a scrolling background. The game will progress through a series of stages, each with its time limit, to be completed by reaching its end. Sounds will be triggered, based on in-game events, such as collecting an item or dying, also with the possiblity for a continuous background music.

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