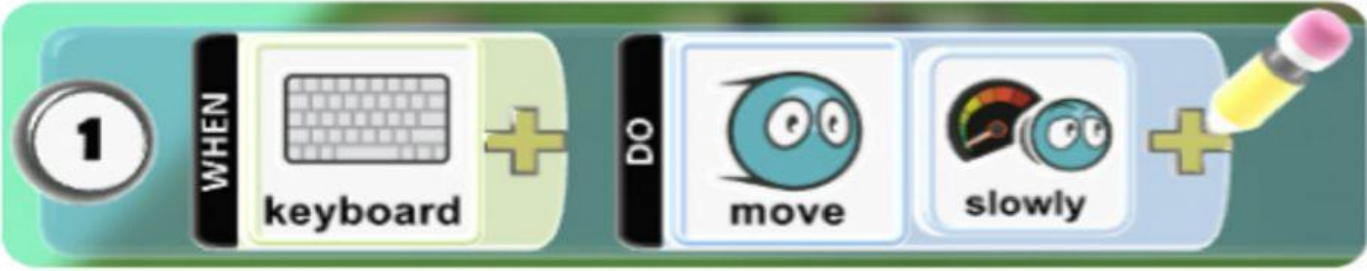





## Game 1

		
In Game 1, the character should move when the <b>arrow keys</b> are pressed.		
<b>Error type</b> (syntax or logic)	<div>Syntax</div>	<div>Logical</div>
<b>Explanation</b>	<div>  missing tile for Arrow keys should be next to the keyboard tile.            missing tile for WASD keys should be next to the keyboard tile.            missing tile for Space keys should be next to the keyboard tile.         </div>	