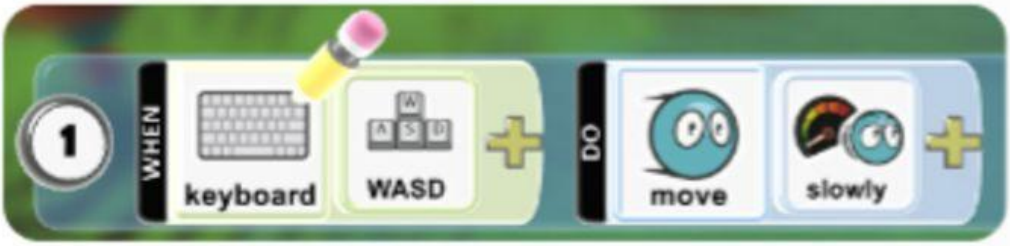
Game 1

In this game, the character should move when the user presses the **arrow keys.**

Test tiles:				
Error:				
Debugged tiles:				

LIVEWORKSHEETS