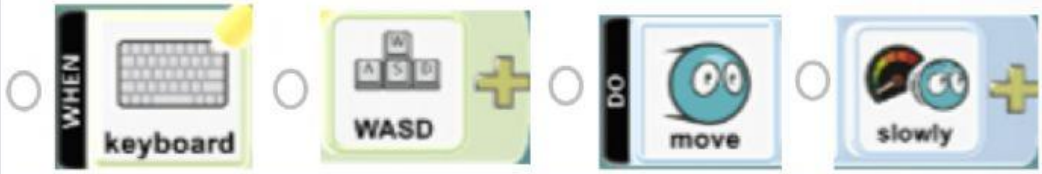
Game 1

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

Test tiles:	
Error:	
Debugged tiles:	

LIVEWORKSHEETS