**RPG Program Improvements**

* Your program must have a ***minimum*** of five well-designed, unique levels
* 2 new background textures (1 must be impassable)
* 4 new item textures (all must be interactive with hero)
* All levels are well designed and look professional
* Hero images change when moving in different directions
* 2 new keyboard inputs
* There must be a way to "win" your game.

**Helpful Design Hints**

1. There are numerous comments placed in the code to help you
2. The design of your program should be well planned out. For example:
3. The (X, Y) location of the "up" stairs of one level should match the (X,Y) location of the "down" stairs for the level about it.
4. The placement and number of keys and doors (and other related items you choose) should make your RPG game solvable yet challenging.
5. Your first floor should only have "up" stairs
6. Your middle levels should have both "up" and "down" stairs.
7. Your top floor should only have "down" stairs.