* GIT AND GITHUB UPLOAD = done
* FRONT SCREEN = ktk
* SELECT SPRITESHEETS = deep
* DIFFERENT TYPES OF MAPS
* SPRITESHEET CREATOR
* CHARACTER SELECTION SCREEN
* ANIMATION CHANGER
* JUMP FUNCTION
* COLLISION DETECTER
* ATTACK AND DAMAGE
* ATTACK ANIMATION
* QUIT SCREEN
* RESTART SCREEN
* PAUSE MENU
* WIN LOSE SCREEN
* TIMER