- Adjusted Hitboxes for the Player Sprite and the enemies
- Extended Level 1
- Changed the gravity scale from 1 to 2 so jumping/falling would feel more natural and realistic
  - Adjusted Level 1's layout to compensate for the Gravity Scale changes

- Walls can't be wall jumped on anymore, but regular platforms can. (Due to how the player behavior script works the player gets their jump count set to 1 whenever they collide with an object with the platform tag so they have limited jumps. However due to this they can still jump even if they miss the platform and hit the side. I was considering trying to fix this but I figured it would be fitting for the game considering the player character is a frog)
- Added a pink sign variant so players would have a hint on which world to be in in order to progress
- Added sound effects for jumping and dying (I tried adding one for world hopping as well but it seemed to mess with the game mechanic so I will have to implement it later.)