**Expand on Collectables Class**

* Assure that the coin will not spawn over an obstacle
* Add a wider variety of collectables (powerups, more valuable coins, etc.)
* Add a balanced and more random spawn rate

**Update The Background**

* Create and add different biomes
* Program so that the ground and the ceiling are uneven (hills, valleys, etc.)

**Fix Obstacle Spawning**

* Redesign the architecture for the obstacle spawning