To do List :

# Romain :

* Add levels
* Add accessories

# Baudouin :

* Debug code
* Add code
  + Add collision bottom & side
  + Add a menu
  + Add option for death
  + Add other characters
  + Add fireballs/spells casting
  + Add data printing (about character)
  + Add both side walk
  + Add crawling picture (manage this in collisions)
  + Improve jump
* Jar generation
  + Make a working shell command
  + Make CSV as resource to access it

# Common :

* Storyline