RED = currently working on

YELLOW = partially done

GREEN = done

CYAN = maybe will do

Menu with maybe a shop for cosmetics as to reward the player for playing the game?. And play button, can also be used for pausing game because single player

Background design (with a sun rising and falling to show timer left for certain difficulties)

Disappearing platforms/moving

Platforms that detect player presence (button/plate), as well as collideables

Health + Lives, link with consumables so health and lives can be regained

* Difficulties would be nice and quick to add
  + Decrease number of lives
  + Add a damage multiplier (take more damage the higher the difficulty so players have to think more about how to preserve health)
  + Add a speed multiplier (slower the higher the difficulty)

Win screen to indicate to the player that they beat the level/ loss screen if they ran out of lives

Respawn system for every life used, if their health falls below 0, respawn them from last checkpoint (level)

Make a functioning boss that faces the direction of the player depending on what side of the screen they are on, that can attack, defend etc

Tutorial teaching player controls, etc

* Defence controls e.g F to block – provides block frames, parry frames within first 0.3 milliseconds
* Q to dodge – provides invincibility frames

Settings, and timers

*Static obstacles*

*Trap/fake static obstacles*

*Multiple levels increasing in map difficulty*

*Collectables/obtainable items*

*Controllable player*

* *Do a space bar jump control, where players gain height while gravity variable continuously makes their velocity decrease until they are falling, fall until hit a boundary e.g platform or void.*
* *Run button, just increases X axis speed temporarily for a certain amount of time until stamina runs out*
* *Make the character itself and draw it in the game*

*Loading screen with skip button and tips*