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

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*