Complete Asset Directory:

- Sprites (Player Character + Enemies) + (Flipbook Animation to walk and jump)
- Level Background Images (Snow, Space)
- Theme Music (Snow lvl, Space lvl)
- Ore steals + Sounds
  - Jump - "Jumping on Snow vs Zero gravity Jump"
  - Land (Landing on snow vs landing in Obavity ")
  - Grunt (Loss of 2 HP)
  - Death (fully depleted Hp)
  - Enemy Sounds (Mouse Sounds, Scurrying)

Order of Objectives

- Making a platformer with that is highScore, on Snow, and 1 Space
  Player attempts to traverse platforms and collect respawning "core of bans"
  while trying to avoid Enemy with an AI set to follow Player character.
- Level is completed by collecting 20 "Cans of bans"
- Game Over: if All 3 Hit points are depleted.
  X 1 HP is lost if "touched by the NPC enemy" X

- Creating a High Score Oriented platformer (Chilly Beans)

-1 Level

- Player Attempts to gain "High Score" by traversing platforms that appear/disappear at "random", to collect "cans of beans", that also randomly spawn.

- 3 Hitpoints are allocated at the start of the game.

- Enemy Characters will have AI to follow the player character

- If Enemy NPC collides with player, Player loses 1 Hit point

- If Play Character is collided with 3 times, and loses 3 Hit points - Game Over

- Additional Enemy player will spawn Every 30 Seconds to increase difficulty as time progresses

- Score will be shown upon "Game Over"

Need to!

- Complete Asset Directory
- Implement basic physics to PC + NPC characters
- Implement NPC AI to "Fag" PC
- Implement Collection of "beans" asset and display collected Amount
- Collision with ground + platforms + Enemies
- Collision = -1HP
- Start + Game Over Screen w/ Scores
- Bg Music + player sounds
- Spawn New NPC with same AI + physics every 30 seconds
- Allocate 3 Hit points
- Keyboard Input for Left, right (walk) and jump to PC sprite
- Run / Jump animations