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I am going to continue of the game that I made last semester and add 3 things to my game.

GitHub Repo: <https://github.com/DannoCloud/GameEngineFinal>

* Hard level
  + Where the player will have more color that they will have to keep track of.
* Scoring
  + Everytime the player get through a level they receive a point, but if they die / fall then their score resets.
* Sound
  + When the player jumps you’ll hear a little bong sound and I might add background music