* cant tell if he is on platform
* thinks he is flying
* struggles to move forward through the level
* not sure how fast he is moving due to lack of frame of reference
* wolf timer could be short
* wall running feature?
* controls- near edges of cliffs player slides off
* wolf animations are needed
* need better feedback so player can tell if they can tell if they are in the air and or landing
* use either a flash or a musical hint
* particle effect on the feet