Technische onderzoek, analyse te ontwikkelen onderdelen.

**The player (Cuphead):**- Walking  
- Jumping  
- Shooting (directions, no free aim)  
- Dive

**Enemies:**- Purple flowers (they shoot particles straight up. Those particles explode when landing on the ground.)  
- Big black flowers (They jump up and they fall down from the death zone.)  
- Small mushroom (He wakes up when the player is close/near him. He shoots a particle slanted towards the player.)  
- The small blue guy (Walks from side to side, turning at the edge. Can’t die, but comes back to life.)

**Environment:**- Coin  
- Small platform  
- Big platform  
- Parallax background

**UI:**- Health counter  
- Special ability