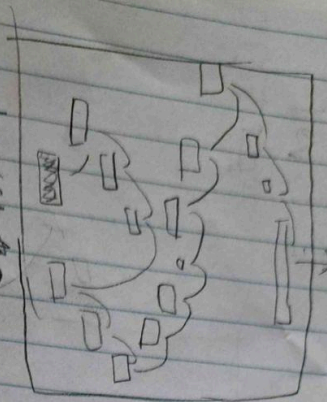Levels

MMMM - start platform
^^^ : navigation
↑ = to next level
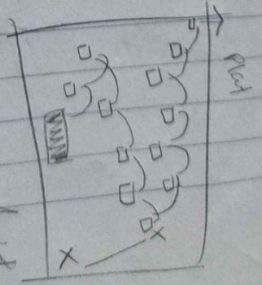X = Item/upgrade
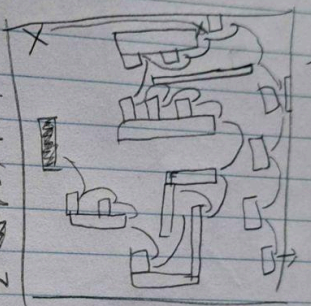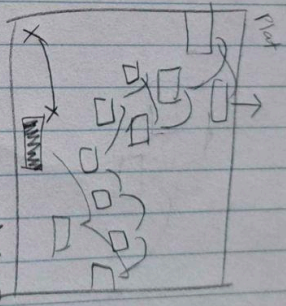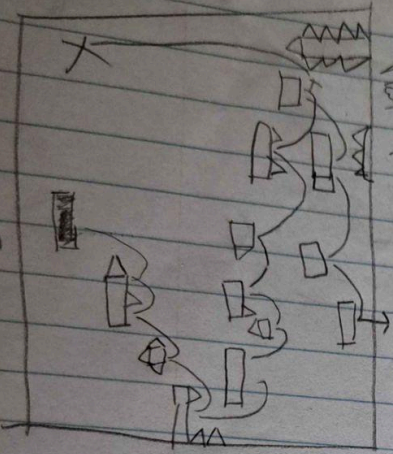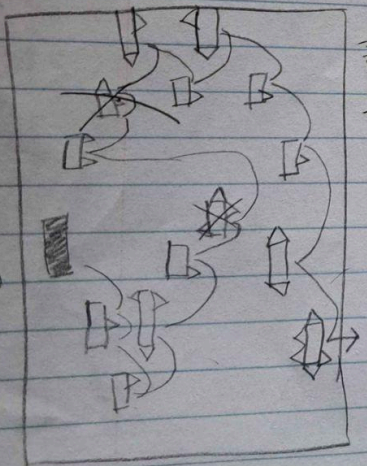
level 1

Plat

level 2
Plat+spike

level 3
Plat+spike

level 5
X

level 6

level 7
Plat

level 4
Plat

No move → move

Levels
again

Level 7

Plat + fall

Level 8

Plat + spike + fall

normal

Level 9

Plat + spike + fall

Level 10

+ fall + Plat

Menus

Title

NAME

Controls   Info

Start when

(before game)
start#

Game Over

GAMEOVER

System
failure
will occur within
seconds
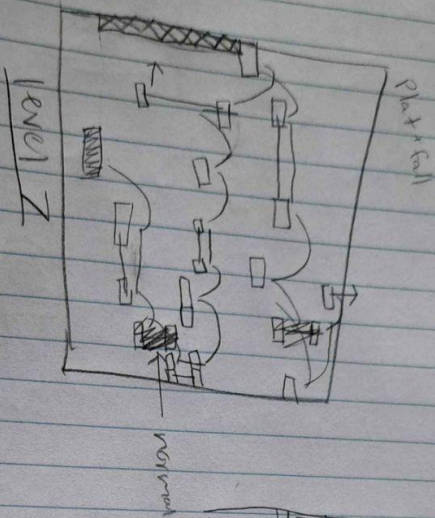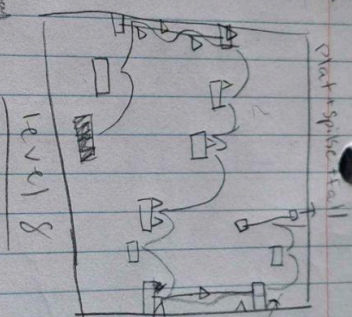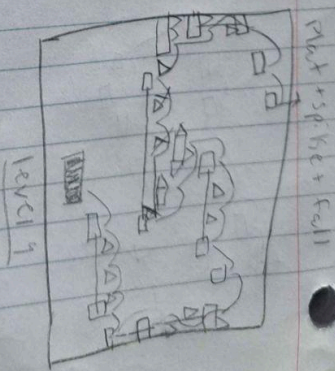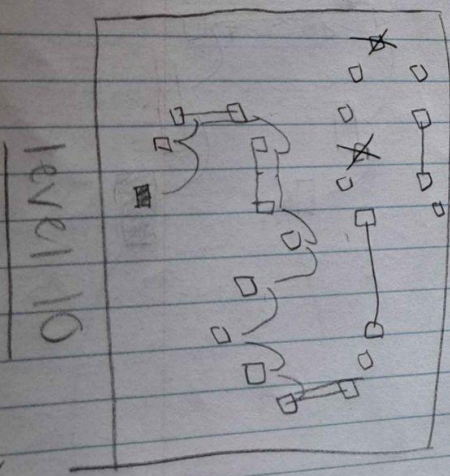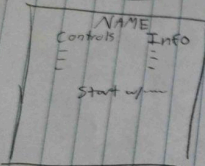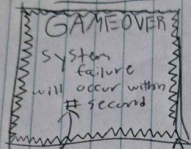
Timer to
auto close   spikes
game   make
                 for loops

Win

Congrats!
You died # tries
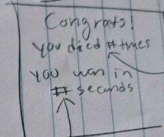
You won in
seconds   int
                   that goes
                   up each
                   death

Timer that
start when
you hit
button on
title
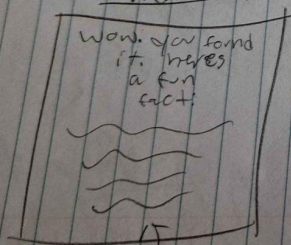
Show current
level on game levels

Hidden

Wow. you found
it. heres
a fun
fact!

random
REALLY
long fact

objects

Platform

default rectangle
that you
jump on

▭

Spike

△

if you
touch it
you lose
a life
and
restart
level

Falling platform

after _ time
it falls/disappears

so you
can tell
it its falling
or normal

Player

- ← remaining lives
- □ ← 3 lives (if ≤0, die)
  w/ different colors

if 3+ yellow
if 2 orange
if 1 red

Keybinds (give player velocity)

W/↑ = jump
A/← = move left
D/→ = move right

Collision

☐ Player (same for each)
☐ Platform

teleport to plat side
and make vel. 0

top

bool that checks top
true = can jump
false = cant jump

Remember
screen
edge collision