* Issues
  + Low-var character doesn’t die when level ends
  + Checking each method
    - Init
      * No visible problems
    - Setup
      * Removed “self.CHARACTER\_SCALING\_LOW\_VAR”
      * Did clean code up but DID NOT FIX
      * As of the end of setup() method, all three are present
    - Draw
      * All three are present as of calling of “draw” method
    - OnKeyPress
      * All three present as of calling of “draw” method
    - OnKeyRelease
      * All three present as of calling of keyrelease
    - Update
      * All three present as of line 551
      * Present as of 574
      * Present at the end of update