https://youtu.be/9uefuQOLTy8

First step was to create the moving player. This was simpler than I thought and I had fun messing around with the speed, jump, and gravity. I ended with 6 speed 2 jumps and -14 gravity. I would probably change the jump if the cheareter has limited jumps but for now the jump value is good. Setting the collusion with the art was a little different from the video. For some reason the charter control was massive taking up half the screen but after changing the height to 0.29 and the radius to 0.09 the coulison works pretty well now.