Modules

Character
      Jumping (+Coding / animation)
      +Running (Coding / animation)
      Collect stuff (Coding)
      Throw knives (Coding / animation)
      (Reflective shield (Coding / animation))

Level
      Background 2D drawings "landscapes" (texture)
            Come up with Static ideas (tent, animals, blood) (texture)
            Secondary background (moving BG)
                  swinging guys in ropes (texture / coding)

      Midground
            +Bouncy platform (texture / coding)
            Crumbling platform (texture / coding)
            Moving platform (texture / coding)
            Vertical platform (texture / coding)
            Random platform (texture / coding)

      Level features
            time limit + faster music (coding)
            screen scroll (coding)
            wind current + arrow indication (allows larger/shorter jump) (coding)

      Foreground Audience
            cheering audience if player is awesome (texture / coding)
NPCs
      Animals, riding animals (texture / coding / animation)
      Lure a giraf to get to a higher platform (texture / coding / animation)
      Bosses (texture / coding / animation)

Items
      sparkling bacon give plus score, but minus time (texture / coding)
      collectible power ups to throw knives (texture / coding)
      maybe a ninja rope (texture / coding)
      pickup Hay(bacon) to lure the giraf
      pickup beef to passify the lion

GUI
      time
      items
      lives
      score
Bugfixing
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-Music/Sound

BGM
SFX