Functional requirements:

• The program must be able to show the shortest possible path to the player

• The program must be able to show the player the last point in which his character was

• The program must be able to show the time that the user has been in the current game

• The program must be able to show the player the costs of using each platform for 5 seconds, and hide them again 3 times

• The program must be able to move the player's character

• The program must be able to count the player's points

• The program must be able to save the player's score

• The program must be able to show the best scores