



- 2 to 3 different Maps
- Sprite Characters
- platforms on different heights
- "Holes" in ground
- Obstacles to jump over
- enemies → Game over on collision
- Collect Money / some sort of points

States:

- Run
- Walk
- Jump
- Fall
- Dead?
- Tired?

Controls:

- Arrow keys
- Run: space ?
- W A S D keys
- Run: f key ?