

1) Add Red ball



~~using key~~

2) Add Gravity

→ Adding movement (WASD)
→ remove downward movement (S) not needed (W) will remain for Jumping

3) Jumping & double Jumping

→ (space) is Jump and so is (v)

4) collision

→ added for next step (wall jump)

→ when collide with wall Jumping bounces player off wall

5) Coins & fneg → adding the counter was easy, coins were harder

→ Coins ended up bigger then player, shrink coins

6) everything else → Going to be honest, I don't remember the rest of the process most of the last parts of the coding took place at 1 in the morning.

→ coins spawned higher then frame, limit the spawn to window size

→ Coins now spawn at the 800 max height, limited to 750 height