

1) Add Red ball



~~using gravity~~

Adding movement (WASD)

2) Add Gravity
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)

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

coins ended up bigger than player, shrink coins

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