Have an introductory screen with instructions of how to start the game

. - Have a character on screen.

- Allow the player to move the character left and right using the A and D keys.

- Make the player jump with the space key

o If they are stood still jump straight up and down

o If the character is moving they must jump and continue to move left or right, creating a curved jump trajectory.

- Have a range of platforms at different heights that the player is able to jump between.

- Have items on screen (e.g. coins) for the user to collect.

- The character should start with a set number of lives shown on screen.

- Have enemies on screen which cause the player to lose a life on collision.

- Have a scoring system which increases as items are collected, items should disappear once the character collects them.

- Display a win state if the player collects all the items.

- Have a lose condition for when the player is out of lives. You could have additional lose conditions such as a time limit or somewhere the character can fall off the screen.

- Have the ability to replay the level (whether you win or lose)

- Animated sprites e.g. animated character movement for players and enemies.

- Scrolling screen.

- Interactions with enemies.

- Physics simulation for objects in the game.

- Addition of multiple levels.

- Inclusion of a high scores table