DONKEY KONG

# Game States

* MENU
  + VIEWING HIGH SCORES
  + CUSTOMISING KEYS
  + CUSTOMISING SKINS
* GAME
  + LEVEL 1
  + LEVEL 2
  + LEVEL 3
  + LEVEL 4
* TRANSITION
  + CONFIRM ACTION
  + WIN SCREEN
  + LOSE SCREEN
  + LEVEL START

# Object States

* PLAYER
  + MOVE
  + STANDING
  + CLIMBING
  + JUMPING
  + DEATH
  + HAMMER
* FLAME
  + MOVE
  + HAMMER
* BARRELS
  + MOVE
  + DROP
  + HAMMER MOVE
  + HAMMER DROP
* OIL BARREL
  + LIT
  + UNLIT
* PRIZE
  + STANDING
  + MOVING
  + CLIMBING
  + SPEAKING
* DONKEY KONG
  + THROWING
  + STANDING
* PLATFORM