-Game Engine and Physics: Develop the game engine, including the main game loop, window, and input handling. Implement the physics system, including gravity, collision detection, and character movement.

-Player and Character Mechanics: Implement the Player class, including the main character's movement, abilities, and attacks. Implement the Character class, which will serve as the base class for both the Player and Enemy classes.

-Enemies and AI: Implement the Enemy class, including unique enemy types, attack patterns, and AI behaviors. Integrate enemy characters into the game engine and levels.

-Level Design and UI: Design and create the game levels, including layout, obstacles, and goals. Implement the Level class to manage level data and spawn game objects. Develop the user interface, including menus, HUD, and game over screens.

-Graphics and Audio: Create or source visual assets, such as character sprites, platform textures, and animations. Implement the animation system and integrate it with the Player and Enemy classes. Create or source audio assets, such as background music and sound effects. Implement the audio system to play sounds and music during gameplay.