Homework 7

In this homework, you are to continue working on your small 2D platformer. You should incorporate at least one player and jump between different platforms. There should be enemies, and they should "chase" the player.
If the enemies touch the player, the game should be over. Now, there should be a background that moves, and there should be a ground in which a player can run.

Specifics:

1. Have a background that moves using parallax
2. Animate the player resting and moving
3. Have a ground level where the player can run
4. Move the platforms along with the background
5. Have the enemy animated.
6. There should be lives shown on the screen.
7. If the enemy hits the player, the player loses a life.
8. Once the player is out of lives, the game is over.
9. The player should be able to restart their game.