AAAA Finished

AAAA In-progress

To-do List:

* Make Dokis hop randomly
* Make Dokis jump when mouse over them
  + Jump continuously until mouse off
  + When jumping, do jumping sprite, but change back to normal sprite when mouse off
* Pick Dokis up when click and drag them
  + When you release the Dokis, they go flying
    - The Dokis bounce off the walls, ceiling, and floor
      * The Dokis spin depending on what part of their sprite hit the surface
* Make this into an interactive wallpaper
  + Dokis can interact with files on your desktop
* Check to see if jump/hop height and hop distance are correct
* Maybe add a “tickle” mode