Think aloud feedback

* Props/powerups that can be stored/used
* Difficulty settings
* Tutorial mode for players to learn the game
* Comments on visuals:
* Traps and player too hard to see
* Indicator for when player is jumping
* Background obscures current traps and player models.
* Diffèrent modes – Survival mode, score mode and time mode. Win conditions :
  + Survival mode : time + lives
  + Score mode : lives + score – score = number of traps jumped over
* Make main menue + options menue