

V1:

- Stage 1 scene
- Collision detection
- User-controlled movement
- User-controlled jumping
- platforms

V2:

- stage 2 scene
- mini maze
- Pickaxe mechanism
- random questions (generating random numbers, etc)

V3:

- Play button and start screen
- Falling spikes
- Laser
- Boss health display
- Powerups

V4:

- Character animation
- Back to menu button
- Instructions button
- End screen
- Win screen
- Play again button
- Lives display
- Sound effects