**Commando bunny’s things left to do:**

* Create a new sprite name: “spr\_bunny\_xxx\_onfloor” and put it when bunny is falling on the floor
* Enemies
* Stages
* Main menu
* High score
* Gave over
* Sounds and music’s
* Loading bar
* Icon
* Execute file

**Stages:**

|  |  |
| --- | --- |
| **Stage name** | **Enemy** |
| Castle | Monsters with helmets and swords  Bats |
| Hunted house  Outside the house | Flying ghosts  Spiders  Bats  Zombies  Skeletons |
| Sewage | Sewage monsters |
| Jungle | Wild monkeys  Evil birds |
| Hell | Demons |