To do list.

Menu-Matt

Timer in UI

Incentive words in UI (survive! get to them! etc.) Matt

steeper angle of meteor approach - Daniel

Reversed angle of meteor approach.

Impenetrable objects to hide under?

Crouch mechanic

End character

Sound? -

Parallax for mountains - Matt

Put misc. crap in level from Sarah’s sprite sheet. - Daniel

One more level, maybe 2

Smaller jumps for player, try to add weight to them.

Less ground tiles, more freefalls. - Daniel