To do list.

Pick what you’re doing and let us know, that way we figure out whats going on.

Menu-Matt

Timer in UI

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

Steeper angle of meteor approach

Reversed angle of meteor approach.

Impenetrable objects to hide under – Chris

Textures for impenetrable objects

Crouch mechanic

Crouch animation

End character

Sound?

Parallax for mountains – Matt

Implementation of Parallax

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

One more level, preferably 2

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

Less ground tiles, more freefalls.