To do list.

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?

Crouch mechanic

End character

Sound?

Parallax for mountains - Matt

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

One more level, maybe 2

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

Less ground tiles, more freefalls.