Alice in Tv-Land is a platformer inspired by Gex (1995) <https://www.youtube.com/watch?v=huMVwXGO6qk>

The game consists of 4 levels and the boss level. The goal of each level is to find the exit.

Entities:

1. Player
2. Enemies (walking, flying, falling and the boss)
3. Hazards (spikes, cacti)
4. Pick Ups (candies, ice cream, doughnuts and the cake)
5. Health pick up
6. Player and boss bullets
7. Environment (moving platforms, bouncy flowers)

Player functions:

* Walking
* Jumping
* Climbing the ladder
* Shooting bullets (killing enemies)
* Collecting Pick ups

Player Properties:

* Health points
* Candy points
* Walking and climbing speed, jumping height

Enemy functions:

* Takes one player health when touching the player
* Walking/flying

Boss functions:

* Takes one player health when touching the player
* Shooting bullets at the player (take 1 health point)
* Jumping
* Changing color when hit by bullet

Boss properties:

* Health points (90)