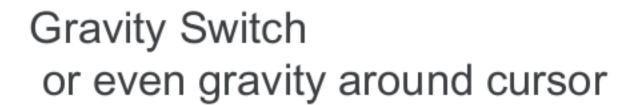




A Platformer (not that original but should be easy to implement)

2 levels
To switch from a level
to another use JUMP
(or somethignelse)





## Lights

- Strobo
- Dark and White colors
- Super bright colors

## No sense map interactions

- Invisible obstacles
- Indoors that looks like outdoors or some no sense doors

No sense changes

No Sense Physic