**To-Do**

- Add life counter.

- Add indicator of where player is when vertically offscreen.

- Add respawn countdown that pauses game during it.

-Player starts with low opacity and then solidifies.

- Add horizontal momentum.

- Add mute button for sound effects.

- Add mute button for background music.

- Mute all sounds by default.

- Change dash into a REAL dash that stops at first block.

- Player has to check through all blocks during a dash

- Add a terrain that you must dash through

- Look up how to calculate diagonal dash collision.

- Add wall slide "dust" animation.

- Press down to fall faster when wall grabbing.

- Press down to fall down faster in midair.

- Bezier curve: Cuter slime.

- Jump orbs.

- Remove terrainSpeed from Player state. Pass it to Player as an Update argument instead.

**Future Ideas**

- Dynamic lava height. Lava goes up and down.

- Multiplayer?

- More points for being closer to the right side of the map?

- Handcrafted levels.

- Add platforms that require crouching.