**Cookie Roll - To Do List**

* Add in procedural generation, random pickups, platforms, traps, etc.
* Add in physical enemies
* Fix adverts
* Improve camera settings (zoom camera out/reduce player size to make it easier to see objects in front of you)
* Pause audio on game pause or end
* Add in option to respawn, rather than forced respawn through Respawn UI which displays when the player dies
* Fix pause menu bug where the game could still go on in the background
* Fix end screen bug where the game could still go on in the background
* Added isActive function for respawning, so the player only falls when they want, which prevents the build-up of speed on respawn
* Make speed constant
* Improve UI by removing respawn number from game screen and instead putting it in the respawn UI.