Outline:

* Login
* Go to leaderboard
* Level 3, get to a checkpoint
  + How checkpoint works
* Fail and respawn
* Complete level
* Show leaderboard, level 3 and level 4
* Level 4, turn on invincible mode
  + Explain how mechanism of levels work
    - Stored in an array
    - Information of level’s music and background file path, BPM, etc
    - Information in each element determines next tile’s properties