Badges

Collision
- ☐ I - Basic
- ☐ II - Advanced

Monster
- ☐ I - Stationary
- ☐ II - Roaming

Movement
- ☐ I - Horizontal
- ☐ II - Friction
- ☐ III - Gravity

Platform
- ☐ I - Base
- ☐ II - Four Sided
- ☐ III - Pattern

Sprite
- ☐ I - Origin
- ☐ II - Image
- ☐ III - Direction

Transition
- ☐ I - Title
- ☐ II - Timer

Treasure
- ☐ I - Key
- ☐ II - Finish
- ☐ III - Potion

Vitality
- ☐ I - Health
- ☐ II - Reincarnation

Function Map

As you add functions to your program, you will need to keep them in this order. Failure to do so results in -1 to all sanity check rolls.

Check off the functions as you add them.

```
// Global variables
```
- ☐ VAR _GAME = {};
- ☐ VAR _PLAYER = {};
- ☐ VAR _LEVELS = [];

- ☐ FUNCTION SETUP() {}

- ☐ FUNCTION HANDLE_LOAD(EVENT) {}
- ☐ FUNCTION HANDLE_KEYDOWN(EVENT) {}
- ☐ FUNCTION HANDLE_KEYUP(EVENT) {}

- ☐ FUNCTION INIT() {}
- ☐ FUNCTION INIT_GAME() {}

- ☐ FUNCTION INIT_PLAYER() {}
- ☐ FUNCTION INIT_PLAYER_SPRITE() {}
- ☐ FUNCTION UPDATE_PLAYER_SPRITE() {}

- ☐ FUNCTION INIT_LEVEL_DEFAULTS() {}
- ☐ FUNCTION INIT_LEVEL0_TITLE() {}
- ☐ FUNCTION INIT_LEVEL1() {}
- ☐ FUNCTION INIT_LEVEL2() {}
- ☐ FUNCTION INIT_LEVEL3() {}

- ☐ FUNCTION ADD_PLATFORMS() {}
- ☐ FUNCTION ADD_DEFAULT_PLATFORMS() {}
- ☐ FUNCTION ADD_MOVING_PLATFORMS() {}
- ☐ FUNCTION CREATE_PLATFORM() {}

- ☐ FUNCTION ADD_MONSTERS() {}
- ☐ FUNCTION ADD_PROJECTILE_MONSTERS() {}
- ☐ FUNCTION ADD_EYEBALL_MONSTERS() {}
- ☐ FUNCTION CREATE_MONSTER() {}

- ☐ FUNCTION ADD_ITEMS() {}
- ☐ FUNCTION ADD_POTION_ITEM() {}
- ☐ FUNCTION CREATE_ITEM() {}

- ☐ FUNCTION CREATE_GOAL() {}

- ☐ FUNCTION START_LEVEL() {}
- ☐ FUNCTION COMPLETE_LEVEL() {}
- ☐ FUNCTION LOSE_LIFE() {}
- ☐ FUNCTION ADJUST_HEALTH() {}

- ☐ FUNCTION SET_TRANSFORM_XY() {}
- ☐ FUNCTION SET_TRANSFORM() {}
- ☐ FUNCTION RESET_TRANSFORM() {}

- ☐ FUNCTION DRAW() {}
- ☐ FUNCTION ERASE() {}
- ☐ FUNCTION DRAW_PLATFORMS() {}
- ☐ FUNCTION DRAW_MONSTERS() {}
- ☐ FUNCTION DRAW_ITEMS() {}
- ☐ FUNCTION DRAW_GOAL() {}
- ☐ FUNCTION DRAW_PLAYER() {}
- ☐ FUNCTION DRAW_STATUS() {}

- ☐ FUNCTION DRAW_TITLE_SCREEN() {}
- ☐ FUNCTION DRAW_TRANSITION_SCREEN() {}

- ☐ FUNCTION UPDATE_PLATFORMS() {}
- ☐ FUNCTION UPDATE_MONSTERS() {}
- ☐ FUNCTION UPDATE_ITEMS() {}
- ☐ FUNCTION UPDATE_PLAYER() {}

- ☐ FUNCTION CHECK_INPUT() {}

- ☐ FUNCTION CHECK_COLLISIONS() {}
- ☐ FUNCTION CHECK_PLATFORM_COLLISIONS() {}
- ☐ FUNCTION CHECK_MONSTER_COLLISIONS() {}
- ☐ FUNCTION CHECK_ITEM_COLLISIONS() {}
- ☐ FUNCTION CHECK_GOAL_COLLISIONS() {}

- ☐ FUNCTION COLLIDE() {}

- ☐ FUNCTION UPDATE_WORLD() {}

- ☐ SETUP();