* Side view game
  + Head guard in poop proof suit trying to catch behind to keep player moving
  + Obstacles in front
    - guards, throw poop at to dodge
    - walls to jump over
    - optional jumps to get to powerups
    - banana for extra points
  + Can jump from tree to tree
    - must jump from tree to get over taller walls
    - water to jump over, must jump to tree to make so
    - Long walls, short walls, trees with banana, protection suit, power to jump
    - Protection suit is used by pressing shift, can only be used once.
    - power up to jump really far if jumps from tree
* Levels
  + Zoo (left to right)
    - Chimpanzee escaping from the zoo
    - Guards shooting
    - Visitors throwing poop, trash, food
    - Game over after getting shot
    - 100 points to win, 1 banana is 10 points, got hit by visitors loss 5 points
    - Protection: no point lost in three hits
  + Jungle (going up)
    - White monkey climbing tree
    - Gaps and branches between trees
    - Power up feature: jump really high
    - Aid: no danger in 100 feet
    - Game over is drop into gaps, or hit the branches
    - 1000 feet to win
  + City (left to right)
    - Chimpanzee