* Draw Mac’s health
* Bottomless pits
* Redo collisions with word, mac is floating 1 pixel
  + Collid map on page 2?
  + Add player.dx/dy for movement
  + Friction
  + Sliding animation
* Draw enemies
* Enemy walk
* Enemy fly
* Handle death from enemy
* Invincible timer after hit
* Sand
* Ice
* Platforms
* Draw part of the cat like an enemy
* Draw boss as 4 tiles
* Update collisions to respect 4 tile boss.
* Game over menu
* Simple sound effects
* Run/walk
* Boost mac away after enemy hits
* Cat boss
  + Shoot yarn balls.
  + One attack is shooting random directions.
  + Then a tell, then shooting them left or right, that’s your chance to jump to the other side and attack.
  + Give the boss more health than enemies.
  + Invincible timer for enemies.ii
* Cat needs more
* Powerup ideas
  + Double jump
  + Wall jump
  + Football helmet – break bricks, attack up.
  + Apples to throw
  + Hammer – break bricks in front
  + Invincible – like the star in mario
  + Snow shoes, no slip on ice
  + Shovel, dig through sand
  + Warp pipes?
  + Doors
  + Run?