* 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
  + Boss Music
  + Stop screen from scrolling
* Cat needs more
* Ladder
  + Climbing Animation
  + Special Tile
  + Make it work
  + Can climb horizontal to other ladders.
  + Only move horizontal if not moving up?
  + Jump off
    - Make sure you can get back on again
    - Jump down from
    - Jump off
  + Pause climbing animation when you’re not moving
  + Stand on top when you climb all the way up. Invisible platform?
* Doors
  + Draw quick door (black for now)
  + Load doors on map, draw collide
  + Make more levels
  + Store level to go to
  + Press up to go to another level
  + Fade to black, fade back
  + Open close animation
  + Door is behind mac but in front when it closes again.
  + Sound effect
  + Reveal blocks for hidden doors and bonus areas
  + Coins to get in bonus areas.
* Vine
  + Climbing animation
  + Special tile
  + Need to be near center
  + Jump down
  + Jump from vine to vine
  + Locked to the vine
  + Make sure the camera doesn’t snap if you flip left and right.
  + Make mac no longer vibrate at the top of the vine
* Beetle climbing vine
* Reveal block, bonus
* Coins/Bugs?
* Secret area/warp. Coin zone.
* Powerup/Gameplay ideas
  + Short lived unlimited jump powerup
    - You can have a flappy bird like level where you get this powerup and have to navigate across platforms and bottomless pits.
  + Lives/Continues?
  + 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?
  + Roll like Donkey Kong Country
  + Ladders
  + A bird you can fly with like donkey kong country
    - It shoots feathers and pushes you back
    - Controls like flappy bird
  + A dog you can ride like in DKC
  + Swimming/riding a fish
  + Swinging ropes
  + Vines hanging from ceiling
  + Red/Yellow/Blue keys like in Doom.
  + 2nd player/ Hyper Bluey
  + Rocket Launcher
  + Mech Suit
  + Throw hammers or axes like mario/castlevania.
  + Nuclear waste, nuclear suit
  + Special levels – no more than 2 of these to keep it simple
    - Minecart
    - Bird riding
    - Shooter
    - Chased by something
    - race
    - Lava rising
    - Auto scrolling
* Environments
  + Tree, move up with ladders, vines, flying w/ bird
  + Forest
  + Ice World
  + Desert
  + Moon, jump higher
    - Space suit?
  + Haunted House – ghosts and such
* Level Ideas
  + Auto Scrolling
  + Shooter
  + Door/pipe maze
  + One giant world with several things to find like super mario world
* Enemy Ideas
  + Fish that jumps straight up
  + Moles that pop up from the ground. Move around as dirt piles before jumping or popping up.
  + Grasshopper – cricket but stronger
  + Beetle – ant but stronger
  + Bee that is angry and shoots stingers
  + Bee moves in circle like DKC
  + Bird/bat that moves fast straight from right to left all the way without stopping.
* Boss ideas
  + Giant Frog
  + Shark Cat
  + Ottie