* MineCart
  + Create minecart and track up and down graphics
  + Draw Minecart to screen
  + Mac interacts with minecart and goes in it
  + Minecart disappears and mac renders as a minecart.
  + Forward movement is automatic
  + Mac can only jump
  + Something to make it change directions
  + Some kind of pit thing. Spikes?? Maybe wall spikes
  + Sound effect when you bounce off walls
  + Floating tracks you can jump through?
  + Out of minecart when you die
* Items
  + Infinite jump
    - Once you get it display the icon at the bottom or top right
    - Infinite jump
    - If you hit the ground you lose it if the timer is up.
    - You can get it again if you lose it.
    - Mac flies too fast
    - Mac falls too fast from a great height
  + Treasure Chest
    - Holds all items
    - Opens up when you hit from below and item slowly rises up.
    - Comes back after off screen if you don’t have that item.
  + Apple
    - Shoot up to 2 apples at once
    - Kills enemies
  + Shovel
    - Dig through sand left/right/down
    - Reveal stuff.
    - Never lose it unless you die.
* 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
  + Make them work
  + Need sound effect
* Coins/Bugs?
* Secret area/warp. Coin zone.
* Ideas
  + Powerups
    - 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.
    - Double jump
    - Wall jump
    - Football helmet, breaks bricks above, attack up
    - Apples to throw. Unlimited? Or no
    - Hammer breaks bricks and attacks in front
    - Invincible/star
    - Snow Shoes, no slip on ice
    - Shovel, dig through sand
    - Whip?
    - Stomp Jump that kills enemies to the left and right when you land, plus breaks certain blocks
    - Slide, temp turn into a beam and can get past certain blocks. Slide backwards?
    - Wall Jump/stick to walls temp
    - Turn electric like blanka. Would be good for a boss fight where he sends 100 birds right at you and you need to do this.
    - Energy fly across screen like M Bison
  + Enemies
    - Nuclear waste
    - Lava
    - Fireball that flies up
    - Fish that jumps up
    - Floating aliens for moon
    - Fish
      * Swims at you
      * Swims back and forth
      * Swims in circles
      * Clams that open and shoot pearls
      * Bad sharks
      * Baracudda that charges
      * Urchin that floats down, swims up fast
    - Some enemy riding a minecart
    - Moles that pop up and move underground
    - Grasshopper, stronger cricket
    - Beetle, ant but stronger
    - Bee that’s angry and shoots stingers
    - Bee that flies in circles
    - A spike that wiggles then falls when you are under it.
    - Ghost
    - Hammer bro like enemy
    - Aliens
    - Skeleton something that comes back after you kill it.
    - Bosses
      * Giant frog
      * Alien
      * Giant spaceship/shooter like R type
      * Ottie
      * Shark Cat
  + Gameplay Ideas
    - Block that falls or disappears as you step on it.
    - A mechanism to get powerups. Special block or enemy.
    - Lives/Continues?
      * Coins. 100 to life.
    - Ladders
    - Doors
    - A bird you can fly with like donkey kong country
      * It shoots feathers and pushes you back
      * Controls like flappy bird
    - Riding dog
    - Water Level/Swimming
    - Fish/shark friend you can ride
    - 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
    - Minecart
    - Floating/Shooting level
    - Chased by something level
    - Race level
    - Lava Rising level
    - P switch that changes stuff when you are in the ghost house. On timer or permanently??
    - Spring block
    - Moving platforms, up and down, left and right
    - Conveyor belts that change your speed
    - Rotating fire bars like Mario
    - 1UP
    - Red/Green/blue keys and matching doors
  + Special levels – no more than 2 of these to keep it simple
    - Minecart
    - Bird riding
    - Shooter
    - Swimming
    - Chased by something
    - race
    - Lava rising
    - Auto scrolling
* Levels - rough game idea
  + The Yard – Grass and platforms
    - Basic platforming
      * Simple bonus section
    - Basic Platforming 2. One or two doors. Sand.
      * Mine cart bonus level.
    - Like the opening level but with doors and maze like. Ice world.
      * Flappy bird bonus section
    - Minecart level
    - 3 keys red/blue/green leads to the boss. Climb ladder up tree at end.
      * Swimming bonus?
  + The Tree – Mac has to climb a tree. It’s full of ladders and vines. Mac finds a spaceship at the end.
    - Swimming Level
    - Climb up ladders and vines, entirely vertical
    - Bird riding level
    - Top of tree, more platforming with some vines
    - Find an unlimited jump powerup, flappy bird like level
    - Large open world with vines and ladders and doors. 3 keys, red/green/blue. Ends with a boss and then you find a space ship.
      * One key is a big ice section.
  + The Moon
    - Regular platforming with super jump
    - Float/shoot in 0G space
    - Regular platforming with super jump. Red/green/blue keys
    - R-Type giant ship shooter level?
  + Ghost House
    - Many hidden doors and secrets 1
    - Mine carts stage
      * Arrows made of coins and branching paths. If the arrow goes up you have to go up, if it goes down you have to go down. Otherwise, death!
    - Many hidden doors and secrets 3
      * Bird riding section?
    - Half Swimming/secrets level – Ghost boss
  + The City – high rise buildings
    - Platforming on top of a building 1
    - Swimming
    - Platforming on top of a building 3
    - Boss – guys from rampage?