* 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.
* Animate basic
* Make sure animation oscillates
* Give the boss more health than enemies
* Game over menu