//jump height is about 93.87 px

//jump distance is about 137 px

<https://www.otto-maurer-design.de/portfolio/free-stuff/>

^font

Viewing timeline

* Final
* JumpTest
* animationTest
* indieFinal

***IMMEDIATE TO DO***

* Create hero jump animation so I can work out the code to stop the hero from falling through the floor (I have collisions printing “true” when there is a collision)
  + Jump!
    - <https://www.youtube.com/watch?v=8uIt9a2XBrw>
* Look at .play library

**To Do**

* ~~Experiment with collisions library~~
* ~~Add hitboxes to floor~~
* Create canvas and environs as windowWidth and windowHeight
* Fix collisions on floor so hero will register it
* Create environment
  + Level 1
    - Bad guys
    - Floor
    - Hero
    - ~~Hitboxes~~
    - Doors?
    - Box for switch
* Create hero as an object
  + ~~Animations and gravity~~
* Create fireball?
  + Direction and shooting
* Create bad guy
  + Animations

**Puzzle Ideas**

**Block puzzle**

-push blocks around to reach heights you cannot jump to or stay on switches, so you can go through a door

**Skylanders flip puzzle**