//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
* Jump!
  + <https://www.youtube.com/watch?v=8uIt9a2XBrw>

**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
      * ~~Top~~
      * ~~Bottom~~
      * ~~sides~~
    - Doors
      * Spiral animation
    - 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**