//jump height is about 93.87 px

//jump distance is about 137 px

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

^font

Viewing guide

* JumpTest
* animationTest
* final
* badguytest
* Jump
  + <https://www.youtube.com/watch?v=8uIt9a2XBrw>

**To Do**

~~June 11~~~~th~~ ~~– have spikes created as a trap~~

June 12th – build movable blocks and death animation

June 13th – have illumination animation created

June 14th – have level designs drawn up

June 16th – create slide puzzle

**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**