**MAKE 8 BIT ART HERE**

<https://make8bitart.com/>

floor hex is 664C4C and 4C3333

***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

floor plan

* Have floating text for tutorial
* Box to jump over on bottom floor
* Bad guy to fight on upper level
* Box to push on switch for door

**To Do**

* ~~Experiment with collisions library~~
* ~~Add hitboxes to floor~~
* Create environment
  + Level 1
    - Bad guys
    - Floor
    - Hero
    - ~~Hitboxes~~
    - Doors?
    - Box for switch
* Create hero
  + Animations and gravity
* Create fireball
  + Direction and shooting
* Create bad guy
  + Animations
* Change collision hitbox when new hero is made
* Change collision hitbox when new bad guy is made

**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**