**ENHANCING THE LEVEL**

I. Level Design with a Snap!

* Vertex snapping (click duplicate (ctrlD), then v+ mouse drag)

II. Moving Platforms

III. Project Organization

**ENHANCING THE PLAYER**

I. Camera Follow = Attach Camera 2D follow script to Main Camera and assign Sparty to it

II. Character Controller Code Part 1

* Awake() always called before Start(); Only called once, so put inits here (i.e. GetComponent())

III. Character Controller Code Part 2

* Update() = the game loop
* LateUpdate() = happens between Update() and Unity’s animation. Put code here that you don’t want to be overriden by Unity animation
* StartCoroutine()
* DoubleJump()

**ENHANCING GAME PLAY**

1. Death Zone
2. Coins
3. Victory
4. Particle Effects

**ENEMY SETUP**

1. Enemy setup
2. Enemy animation
3. Attacking and stunning enemy
4. Moving enemy
5. Enemy Code 1
6. Enemy Code 2
7. Player bounce on enemy stun