1. Comment out the assignment to this.easingFunction in the AnimationTimer constructor and restart the game. What happens when the runner jumps? Why?
   1. The rate of ascent and descent of the jump returns to a constant up and down. This happens because the animation progresses through time at a constant rate, instead of easing helping making the animation appear more natural.
2. Change the ease-out-in function used by the bounce behavior to an ease-in-out function by using AnimationTimer.makeEaseInOut- EasingFunction() instead of AnimationTimer.makeEaseOutInFunction(). Verify that changing the easing function makes it look like coins and jewels are bouncing upside down.
   1. Change applied; very trippy to be honest, inverted bouncing pickups.