**Ideas**

Needed to finish game:

* ~~Get HUD working~~
* ~~Replace the movePositions functions~~
* ~~Need a keyboard and ps3 controller layout with button functionality.~~
* ~~Fix crow attack sound when it kills jim~~
* ~~Set IDLE timer to set xSpeed = 0 and eventually play funny animations~~
* ~~Jim no more ammo~~
* ~~Moving tiles~~
* ~~Need copy of original map for restore purposes.~~
* ~~Finish tutorial board (includes linking items to layer with effect)~~
* ~~Create levers that link to layer of environment changes (moving tiles, show invisible tiles, etc.)~~
* ~~Hook swing should play Woah Nelly sound.~~
* ~~Each cloud needs it’s own random~~ **~~Timer~~** ~~speed.~~
* ~~Add a 2~~~~nd~~ ~~background layer that scrolls at pace slower than foreground?~~
* ~~Collision detection while climbing edge.~~
* Jim hitting head on solid tile above him.
* Make red health bar blink
* Store the background name with the map text file.
* Slime AI: frame delay (animation speed) for spinning should be gradual.
* Spider AI: Should move faster when Jim is in 300 pixels left or right (small height) and no random pauses.
* Build out OPTIONS menu that ties into PAUSE menu. Options would be music and sound effect volume, maybe brightness, maybe difficulty, maybe controls view as well.
* Edge climb collision detection on horizontal moving tiles.
* Vertical moving tiles.
* Shadow circle on ground underneath Jim that shrinks are he is farther from ground.
* Teleport to different parts of the same level
* Zero gravity item (for short time Jim jump height is exaggerated)
* Jim enhanced gun (different color gun and muzzle flare – maybe unlimited ammo for 20 seconds).
* Jim rocket gun projectile
* Evil spirit AI: Randomly appears and floats in straight line in one direction for few seconds. If close to Jim, shows teeth and then a fast chomp towards Jim, then disappears again.
* Enemy health bar visual below/above enemy.
* Enemy randomly drop item after being killed.
* Jim electrocuted animation – maybe Blue slime spinner triggers. What does electrocuted mean (Jim is slow, no attack, only whip, etc.)
* After use activates lever and then dies the lever is reset – the user may be brought to save point far away from the lever – they must go back and reactivate (fix?)

Future enhancements:

* exploding tiles.
* Build out pause functionality menu to quit game or adjust settings.
* Change the tilesObject to vector based
* Landing impact from high jump (smoke effect and impact to health).
* Build player projectile.
* Change archer logic so that each archer level does something different. Finish explosion arrow logic. Add green archer
* Add more enemies, effects, items, background items, tiles, etc.
* Add more sound effects.