* Overall design / css
* Start button
  + On click of start button the music will start playing and the game load
  + (can’t autoplay background music in google chrome so this is a workaround)
* Animations of character
* Sound effects (e.g. every time a biscuit is eaten a munching sound happens)
* Include a “Bad Biscuit”
  + Looks the same in appearance however; if eaten then the biscuit counter loses 2 biscuits and the dog does a poo 😊
* Going between each level
  + Needs to be so that when the player returns into a level it’s already been in it doesn’t reset the gates / biscuits
    - This will probably require editing how the levels are currently set up (e.g. will need to be in one array rather than two).

**Multiplayer aspect –**

I need to study this further and will update asap.