



Level

- All lower objects to create full level

Enemy

- Enemy entity
- Movement and collision

Platform

- Collision
- Width, height, x, y

Player

- Donkey Kong Jr.
- Movement with key presses
- Sprite changes

Collectable

- Pseudo collision
- "Collection" attribute (remove object)

Rope

- Collision
- Width, height, x, y
- Climbable