* Comments, Questions, Concerns:
  + Some of the platforms seem to be a little too high to jump or placed where it is hard to maneuver. It is pretty obvious that there are some bugs but it is fun to play. Assuming there is three lives, the restarting of the level makes you invincible and it is great (though I am sure this is a bug). Might want to make a lives count.
  + Are there checkpoints? The character seems to return to different spots after he dies.
  + Maybe make the jumping animation a little less jarring – he looks like a pencil (a cute pencil though nice artwork wow)