# Koopas

Athletic (Red) koopas need collision layers to work correctly.

## Normal Koopa

## Jumping Koopa

* Jumps then turns into a normal koopa when stomped on

## Flying Koopa

* Has a flight path (vertical/horizontal) then turns into a normal koopa when stomped on.

Normal ow

Normal uw

Normal ath

Normal castle – need to create

Winged Jump ow – need to create (add icon J to current)

Winged Jump uw – need to create (add icon J to current)

Winged Jump ath – need to create (add icon J to current)

Winged Jump castle – need to create

Winged Fly ow – need to create

Winged Fly uw – need to create

Winged Fly ath – need to create

Winged Fly castle – need to create