**Features to add**

* Player
  + Player movement
    - Jumping
    - View manipulation
      * Only move view forward if player is in the middle of screen
      * Only move view backward if player is in the back quarter of screen
      * Only move view up if player is in the top quarter of screen
      * Only move view down if player is in the bottom quarter of screen
  + Animation
    - Jump animation
    - Standing animation
    - Running animation
* Game
  + Menus
    - Intro menu
    - Pause menu
  + OSD
    - Lives
    - Level
  + Window
    - Keep same view aspect ratio regardless of window size
* Additional
  + Rendering
    - Fix color flickering issue