**Sidescroller: Pineapple Sunrise**  
**Figure this stuff out:**  
 Implement repeating sprites, so you can have a larger platform  
 Image skips when jumping up through non-solid platform  
 Moving platforms  
 Title Screen  
 Animate Player  
**Tasks:**  
 Levels

Logic

Sprites

Title Screen

Level select, etc.

Scene transitions

Loading, level select, download sprites, etc.

**Maybe later:**  
Score  
 High scores  
  
**Class Tree**  
Classes:  
Entity (can collide)

Creature

Player

* Attributes: Lives, Coins

Enemy

Collectible

Coins

Power-ups

Chili pepper of fire

Avocado of speed

Ice cream of ice

Coconut shell of shielding

Blocks

different kinds

Spikes

Ice

Lava

Moving platforms

Springs

Level

Layout

* Holes and blocks
* Coin placement
* enemy placement
* kinds of enemies
* Fall counters
* initial position of Entities

Background

Floor

abstract class Entity

* attribute: position

class Creature

* methods:
  + collide(Entity)
  + move()
  + jump(double height)
  + attack(Entity) // can be overridden
* attributes:
  + position
  + vertical speed
  + horizontal speed

class Player

* attributes:
  + current PowerUp
  + int points // coins
  + int lives

class PowerUp

* attributes:
  + type
  + duration
* subclasses have different ones

16-bit graphicss