

#### Changes Implemented:

1. Created a game object class that implements common features of both characters and platforms
2. Implemented a constant downwards movement if movement upwards isn't going on
3. Implemented collision between platforms and characters
4. Created three different enemy classes
  - a. One a basic random mover
  - b. Another more volatile random mover
  - c. And one that tracks the hero from where they are
5. Change file loading to where it only loads one file at a time
  - a. Also make it so hero doesn't spawn when loading bad files
6. Added new chars to generate temp spawning locations for the hero and different enemies
7. Removing any magic numbers in code
8. Attempted to fix bug with moving characters to the opposite side of the screen (NOT FIXED)
  - a. If a character tries to move all the way to one side if in between a one wide gap, will cause the character to teleport to the middle of the screen instead of the opposite side
  - b. Possibly caused by something in the bounce method
9. Edited created levels slightly adding spots to create newly created enemies