Controls:
Tap: jump
Click: jump
Swipe means: jump
Any key: jump

Mechanic:
- Pipes that are placed in the way of a moving target, said target is jumping once or many times to make it in between the pipes.
- Pipes cannot be impossibly larger than the moving pipes and a fair leeway should be granted in terms of a decrease in hit box ratio to hero ratio.
- Mute always visible.
- ~~Medals at 10, 100 and 1000 points.~~

Keep track of:
- Position of hero.
- The position of the top pipe.
- The position of the bottom pipe.
- The position of all pipes (top and bottom)
- The state of the buttons.
- Best and current score.

Nice to haves -
- ~~some jump up flowers like in SMB (super mario bros) - if possible.~~
- ~~Leaderboard.(Implies a client socket setup later on).~~
- ~~Achievements~~
- Collect a coin.
- Levels. (Easy, Medium, Hard)

What?
- playSound (), playSprite(ctx, pos), load spritesheet. Rotate image array once loaded into memory. detectCollision(), basicVelocityCalculations(), some Math.

WebGL and openGL that we can leverage on with the assistance of a native DOM and it's Canvas and audio sections.

How to technically achieve this?
- Use native JS canvas and it's ctx.
- Use sound from the native JS API.
- Use OOP even though JS is prototypal inheritance.