1. Instructions:

* Character moves with Arrow Keys
* Jump with Up Arrow Key
* Shoot with Space Bar Key
* Avoid the zombies and don’t get hit
* Zombies have a timer task, so they come every couple seconds depending on the level.
* Shoot the zombies to increase kill count
* Collect Coins in order to go to the next level
* Once you get all coins make sure to go inside the portal
* You can pick up a jump buff that increases your Jump height (only available at the last levels)

1. Extra Feature (Sound):

I added sound as an extra feature, different enemies in different level causes different sounds. So basically, when he gets attacked the sound is different on some levels.

1. Save/Load:

I have added a save and load bit to the game, to save the game press the S key, to load the game press the L key. The character spawns at a specific point and at the level you saved it from.

1. Other Features:

* I added shooting to my game with the sound effect of the zombies dying when getting killed
* I added a timer task for the zombies so at level 2 they spawn slow and level 3 they spawn quicker
* I added ghostly fixtures so I could add something that is not shootable and therefore adding a jump buff that helps you pass that level
* I’ve tried to use many variations of code to make the game smoother and professional for the player.