LIST OF THINGS TO ACCOMPLISH FOR CS430 PROJECT:

* More static objects (platforms, obstacles, etc.)
* More enemies
* End of level (finish point, completion message, maybe new level?)
* Textures (enemies, objects, ground, etc.)
* Power-ups (get bigger, enemies move slower, etc.)
* Health system (if you have a power-up and get hit, you lose it. If you get hit without a power-up, you die)
* More stuff for Points system (item collection, finish level, lives bonus when you finish, etc.)
* Lives (find extra lives)
* Game over (need to print a screen for x seconds or something, then reset)
* Make level longer in general
* Maybe high score list?
* Sound effects