LIST OF THINGS TO ACCOMPLISH FOR CS430 PROJECT:

* Jumping
* Collision detection
* Static objects (platforms, obstacles, etc.)
* More enemies
* End of level (finish point, completion message, maybe new level?)
* Textures (background, enemies, player, objects, ground, etc.)
* Power-ups (get bigger, enemies move slower, etc.)
* Health system (if you’re big and get hit, you get small. If you’re small and get hit, you die)
* Points system (item collection, enemy-killing, etc.)
* Lives (find extra lives, lose lives when you die, etc.)
* Game over (run out of lives)