Platformer game modifications

1. Customized a level by coloring the world.
2. Tint the colors of the world by changing the color of the background (the sky) and the color of tilemap in level
3. Changing the color of the other background and the far background
4. Added some jigglie clouds
5. Added a billboard with picture to the scene.
6. Added some special effects that trigger when the Player lands!
7. Gave the special effect a color
8. Customized the Player Character by adding a Trail Renderer
9. Added a jigglie tree to the scene
10. Added a house to the scene and changed its color