Coding ideas;

Jumppack will have to adjust the y value when pressed. It will have to act like a jump ( follows same rules to come back down.) will not have to be done only on wall. Will need to add a timer for use. Will need to be something similar to the step used for in and lose states.

Coins: get rid of the coin. Instead of coin, use a key. Player will have to go find the key.

Health: instead of losing the second you get hit, you just lose health. Will have to be its own function, ontouch will knock off one.

Enemies: instead of lava running around, it will be some kind of enemy. Will need to place invisible block codes into the level just for the enemies to not walk off cliffs.

Level: will have to make new levels, first one can be easy with jpegs of controls and hints. Second level will be harder, more expansive. Third could be the vertical one.