Changes for v0.0.2:

\* allow higher jump height to work even if you hit a wall

\* change run button to more of a sprint button... allow the player to run some without it **NOPE!??**

\* test momentum fix on level 16 and adjust constants if necessary

\* fix camera problems

Changes for v.0.0.3:

\* add enemy base code, and basic Gobbler enemy CHECK

\* make Gobblers’ hitbox a bit smaller than the sprite graphic CHECK

\* make enemies kill joe on touch CHECK

\* make enemies lose health when hit by a tomato

\* make sure tomatoes don’t leave residue in mid-air after hitting an enemy

\* make enemies die when they run out of health

\* make Gobbler face toward Joe at all times

\* add Green Gobbler enemy based on Gobbler template

\* add projectile base class and Bone projectile for Green Gobbler

\* make Green Gobbler shoot Bones directly at Tomato Joe’s location

\* make Gobblers’ shooting delay modifiable through a constant

\* make Bones kill Tomato Joe on impact

\* make crash symbol appear when joe is hit by an enemy or projectile

\* add Hob Gobbler enemy based on Gobbler template, with 2 Health

\* make Hob Gobbler shoot three Bones at Joe in quick succession

\* add Grand Gobbler enemy based on Gobbler template, with 3 Health

\* make Grand Gobbler enemy shoot a spread shot of Bones at Joe’s location

\* make Grand Gobbler’s spread shot modifiable through constants (quantity and angle)

\* add Frowney enemy base code

\* make Frowney jump up and down off the solid platform underneath it

\* make Frowney pause for a moment before jumping (modifiable via constant)

\* make Frowney’s hitbox enlarge based on vertical movement (modifiable via constant)

\* make Frowney jump back and forth

\* make Frowney die silently if it falls in the hole

\* make sure Frowney draws/animates properly at all phases of its movement

\* add Green? Frownie based on Frownie template, with 2 health

\* add Blue? Frownie based on Frownie template, with 3 health

\* add Red? Frownie based on Frownie template that is invulnerable

\* create graphics for Copter

\* create alternate colored graphics for Copter

\* add Copter enemy based on Enemy template

\* make three versions of Copter: vertical and horizontal movement, and stationary

\* make Copter hover up and down slightly aside from the movement

\* create graphics for a blast projectile that Copters will shoot

\* add a ??? Copter that shoots straight forward (in Joe’s direction)

\* add a ??? Copter that shoots a three-way spread forward (in Joe’s direction)

Changes for v0.0.4:

\* add new data for tracking different types of land

\* add steep sloped land, both upward and downward

\* use advanced hitbox for steep slopes

\* make sure Joe walks up and down the steep slopes properly

\* make sure the steep slopes don’t hinder joe’s jumping ability when running fast

\* make sure steep slopes draw properly in all situations

\* add gradual sloped land, both low and high types

\* modify steep slope advanced hitbox to work for gradual slopes

\* make sure gradual slopes are slanting the right direction

\* make sure joe walks up and down the gradual slopes properly

\* make sure gradual slopes draw properly in all situations

\* make gradual slopes work in fancy ways to make rough terrain in complicated scenarios

\* modify the hitbox for fancy gradual slopes and rough terrain

\* make sure joe walks up and down the fancy gradual slopes and rough terrain properly

\* make sure fancy gradual slopes and rough terrain draw properly in all situations

\* make sure fancy gradual slopes and rough terrain hitboxes function properly in all situations

\* add solid platform / block objects

\* combine adjacent platform / block objects into one solid platform object

\* make sure platforms block Joe from all directions

\* make sure all platform arrangements draw properly

\* add falling platforms using the same template as solid platforms

\* add a modifiable constant to count the time until a falling platform falls

\* start a timer when joe lands on top of the falling platform

\* when the timer ends, make the platform fall gradually

\* make sure the timer doesn’t start if Joe touches the platform from any other direction

\* when joe jumps off the platform quickly enough, stop the timer (modifiable via constant)

\* make sure Joe stays on the platform as it falls, and can still jump off later

\* make sure the platform falls slowly enough that Joe can lightly jump off and land back on it

\* make the platform shake a bit before falling

\* make sure the platform shaking moves Joe as well (toggleable?)

\* add vertical moving platforms using the same template as solid platforms

\* add a value to determine how far the platform moves (set to a default for now)

\* make sure Joe stays standing on the platform moving both up and down, and can jump off

\* add a minimum distance Joe gets to the platform before it starts moving (modifiable constant)

\* when Joe exceeds the minimum distance, reset the platform to its starting location

\* add horizontal moving platforms using the same template as vertical moving platforms

\* make all platforms carry joe horizontally with them as they move, while he’s standing on them

Changes for a Future Date:

\* make Joe pause a bit before dying, to make it more clear

\* fix: graphics a bit jumpy when switching between various running speeds

\* fix: when Joe hits a ceiling, he appears to stand on air for a split second

\* make dead enemies jugglable

\* make dead enemies hurt/kill other enemies (toggleable)

\* make enemies’ projectiles hurt/kill other enemies (toggleable)

\* make killing an enemy with another enemy juggle the first one

\* make killing enemies grant points

\* make collecting powerups grant points

\* add score indicator

\* make a certain amount of points grant an extra life

\* add floating score text that appears when you get points

\* make juggling an enemy grant increasing points each hit

\* make juggling an enemy a certain number of times grant an extra life

\* make killing an enemy with another enemy grant bonus points for both

\* make other enemies die silently when they touch a Gobbler (toggleable)

\* make Gobblers transform when they “eat” another enemy (toggleable)

\* make a fourth version of Copter that moves in a circular pattern