ITEMS

-Alchoholic berries (shield you from crashing once)

- Doesn't count water

-Blueberry lets you swim

- OPTIONAL

- Carrots

- Points

Sarah

- add stomp function

Schukey

-will create a copy of the flashDevelop project

- will experiment with lvl.xml -> add objects in and press “play” to see what happens

- won’t use items that has to do with water.

- bother Sarah if problems appears ...but not too much

Future:

* Once levels are finished -> Focus on items!
* Work on the interface (start menu, death menu, etc)

Androi