

- What I Added/Changed:
  - Added secrets to the level for players to get more coins
    - Secret at the start if the player only destroys the right block then they can jump on the left block and climb the wall for coins
    - Secret at the bottom of the water in the cave (not the water at the start)
    - Secret after you exit the first cave past the first exit gate and jump on top of the block (on top of the coins) and not destroy it
  - Added double jump
  - A lot of enemies to make the game difficult
- Challenges:
  - Didn't experience many challenges other than trying to figure out a good map design for the level, I wanted to include a good amount of secrets and ways to find more gold in the level.