

Sprint 0

- Rotating Puzzle (Puzzle_1
- Made Moving Platforms
- Coded button for moving platforms and rotating platform

Sprint 1

- Coded a respawn for character with Jonny Marx
- Coded moving walls

Sprint 2

- Worked on rock puzzle with Jonny Marx

Sprint 3

- Started pillar pushing puzzle
- Finished Pillar Pushing Puzzle

Sprint 4

- Started adding animations into unreal (Bear)

Sprint 5

- Finished Adding Animations into unreal (Panther, Bear, Lever, Button, Checkpoints)
- Respawn