To Add:

1. Animations –
   1. **Jumping dog animation**: Second scene platforming section requires jumping, thus I’ll need some sort of jumping animation
   2. **Backwards animations:** Both the dog and the lumberjack have interactive sections where they can walk backwards
   3. **Turning in place animations:** For dog and lumberjack
2. Gameplay Mechanics –
   1. General Controllers:
      1. Implement variable speeds of movement for interactive sections with Dog / Man (Sprinting)
   2. Wolf:
      1. Knockback wolf on hit
      2. ~~Only when you’re attacking can you hit the wolf (In place but buggy(?))~~
      3. ~~Wolf enrage mechanic, grow larger/play sound, also in place but seems to cause lag, needs looking into~~
3. Camera Work-
   1. Cut up certain shots, some are too long
4. SOUND. Just yeah, all the sound
5. **Animate lights**: Change color/intensity to match moods (eg. More red for when wolf enrages)