The game I’m working on is a project that has taken 2 semesters of work on and off. As of current, there is a basic test level for 2 players to play in and for me to test characters and their physics, 3 characters in total, and the Main Menu which also serves as a fully functional character customization menu.

The customization menu allows for players to switch their character and their class. The only differences in class are the magic the character can use with the exception of Brawler as the class does not use magic at all.

Over this past week, I’ve worked on some fine tuning with character animations and Animation events. The animation events are supposed to be for magic/projectile spawn timings. I may add more in attempt to apply forces to character movements a little more realistically.