Some animation triggers were thrown out of whack during the last week’s patchwork, so this past week I worked on getting those fixed. Also, a little work was given towards allowing a death animation to occur before a winner would be indicated. The Pause Menu now changes and displays the winner after the loser’s death animation plays.

For some reason projectiles are refusing to move normally despite force being applied to them. Though I’m unsure of what the cause may be as the coroutine I use for this is being called properly. Although I have noticed that not only do they not move but its as though an opposing force is being applied to them, that forces them in place as a character can run into them and be able to push them, but no more than a few pixels per second.

Regardless of my results with this newly arisen issue, I’ll begin on a new level in this coming week. More than likely I’ll simply have to return to this before testing begins.