Still attempting to work on animations for certain characters that broke during last weeks work. However, I did begin work on other scenes with some trouble with finding appropriate assets for a lava world. Most free assets are meant for something springtime like. For now I have found a suitable ground for a neutral tester level. I’ll be adding a background and hopefully making that background move slightly with the positions of characters.

Also, I was thinking of allowing certain environmental bonuses depending on the stage. That will have to come later if I decide to implement it, but it would be a nice addition to the complexity of the game. I edited the cameras’ view somewhat and made those viewpoints consistent across scenes.

Before making this change I hadn’t realized that the camera was set to a perspective view, some animations came to look split apart on a 3d plane.