Created random direction wind generator and random direction projectile spawner. The Projectile spawner will be specifically used in the fire level while the wind generator will be used in a windy plain level. The wind level may be getting rocks or random debris added that would be spawned by the projectile spawner.  
  
Oh yeah… I created a Windy Plain level where the wind should be similar to the wind in Kirby when fighting a tree blowing gusts of wind at you. Also, if a character ends up out of screen they lose. No projectiles should be affected by the wind here.

With other small comment I wanted to add grass affected by the wind to better signify the wind direction, but realized I would have to create the flowing grass myself and felt that would only add more time to the project overall. Thus, it was skipped.

I finally gave a little work to some movements of my characters. With each character, I had to choose between allowing scripts to handle when forces would be applied and allowing Unity to give specific timings to how those forces are used via Animation Events. I wanted all movements to be handled in the same manner, but when attempting to bring older movement systems to par, certain characters wouldn’t move anyways. So taking the “if it aint broke, don’t fix it” approach I guess is the better option here.