The Windy Plain now has wind physics and debris generated by a projectile spawner that is also affected by the wind. I spent some time attempting to make the spawner work in sync with the timing of wind blowing. This has failed, but I’m still satisfied with the manner in which the debris spawns. The wind physics had to be tuned to being less prone to throwing player characters immediately off the map since I chose to have no boundaries in this level either.

A change was made to a shader used for the environment in fiery lake. For some reason the platforms were heavily darkened by the default shader given, so I used a legacy shader to brighten them and add a tint to better fit them into the environment.