**Playtest Plan:**

1. ~~health display player/enemies,~~
2. ~~damage fx~~, ~~hit stop~~,
3. ~~basic death~~, ~~restart level,~~
4. ~~camera fixes~~/~~lerps~~/~~shake~~
5. ~~Z & Sorting order of everything,~~
6. player dodge/~~dash~~/sprint/blink mechanic,
7. 1 hardcoded room (no system needed),
8. 2 to 3 different weapons, **(2 done)**
9. 2-3 enemy types, **(2 done)**
10. Environmental stuff, walls, clutter, 1 floor tile variation, door **(mostly done)**
11. Enemies, 1 ranged skeleton, 1 melee skeleton

Effect for three different weapons:

* ShortBroadSword: Short and thick Arc slash. **(done)**
* SimpleSpear: Powerful arrow tip Stab in a straight line. **(done)**
* HeavyHammer: From back to front with Circular Smash effect.

Stuff to have in a room:

* Walls, horizontal and vertical
* Props, crate, barrel, bone bits
* Nature, grass tufts to put in front of walls and props, trees

**Now:**  
Follow the playtest plan, put in what needs to be put in to the best of your ability. Don’t overthink the systems and integration for the future tooo much for now, it usually slows things down a lot especially since it isn’t really known what’s gonna end up going into it. Same thing for the environment, focus on the artstyle cohesion, the rest can wait in terms of assets and fluff. The balance, including the weapon attacks, will come at the end of the playtest creation, put everything that’s static in there then adjust the room, shape, objects, weapons, stats, etc.

**In-Progress:**

-Fix player character run animation legs, darken back one, make look less wonky.  
  
-Spear comments; atkchain 1&2 projectiles too big and goes too far for regular attacks, make similar to swirl atkchain projectile size but less range.

- For aiming purposes, transforms should be set at similar points on the player and on enemies, ex: between the feet, or in the middle of its shadow.

- Attack collider (prefab) is matched with its attack effect (sprite). Some attacks with effects that change overtime will need multiple collider prefabs, list format just like the Sprites.

-Right click specials functionality.

- Plan making a new weapon and optimizing the process.  
  
- Archer:

* Archer Run Cycle X
* Bow Run Cycle\*
* Archer Shoot Stance (try walk cycle frame 6)
* Bow Shooting X
* Arrow Charge X
* Arrow Projectile X

**2 Tasks per week list and present every Thursday!**

Week 1: Aug 27 > Sept 03 = ~~Archer Animations~~ & Integration

Week 2: Sept 04 > Sept 10 = ~~Integration~~ & Level Environment Pass & Death Animations (skeletons)

Week 3: Sept 11 > Sept 17 = ~~Level Environment Pass~~ & Death Animations (skeletons) > Changed to Hit React Animations (skeletons)

Week 4: Sept 18 > Sept 25 ~~Hit React Animations (skeletons)~~ & Level Edges & Clutter Destruction