Developer log:

11 October 2018

I started to scope in on the design plan of the player movement and status that it needs for a Role playing game. I have created movement functions that covers all 4 directions and added a jump function to the character. I made a preset skill for a double jump, when the player presses the space bar in midair the character will jump once more in the air.. this is only possible if the double jump skill is active.

The jump force is 100 this is something that I need to take a look at. Next step would be adding the values of the character status to the player.