

## Road Map from v0 to v1.

Changes from feedback from T.A. to document

Updates	Section in Document
Improved grammar and spelling (J. Carrette and Dan comment)	All
Added information about player speed (Dan comment about player speed)	Core Gameplay Mechanic 1: Player Movement
Added information about how high the player jumps (Dan comment about jumping)	Core Gameplay Mechanic 1: Player Movement
Added information about rigid bodies of the player and objects they interact with (Dan comment about rigid body)	Core Gameplay Mechanic 4: Player Interaction
Added project file location of item sprites (Dan commented could not find sprites)	Core Gameplay Mechanic 5: Resources/Craftable items
Added explanation of how settings menu works and what interactions it uses	Core Gameplay Mechanic 11: Game Settings
Included an image of level mockup (Help with explanation)	Core Gameplay Mechanic 13: Levels
Added section for help manual (Dan comment: "Shouldn't you have some sort of manual")	Core Gameplay Mechanic 6: Menus
Defined main menu section as waiting room (Dan comment: "No waiting room")	Core Gameplay Mechanic 6: Menus