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Sprint

Meeting 23

Art 3.0

Aiming Indicator

expand on current tile map (also doors)

plan for level transitions.

mechanics visualisations

Jump up fast to max jump height than fall down slow
— player feel

Character 2.0

Jump animation (iterate)

Iterate on color and clothes

Idle animation

death animation.

world map setup and level progression.

Camera iteration

— dead zones

— Smoothing

e.t.c