Meeting 6

Limiting the teleportation amount. ✗
Interactable buttons.

Limiting the travel distance of the boomerang.
If the travel distance of the Boomerang is limited
in a normal throw, it must be limited after
bouncing aswell.

I invested some time to analyze the core loop once more
Mainly because I wanted to keep track of it and see how
additional mechanics would/could interact with the main
gameplay loop.