

3.05.20

3:43pm

## SFX

Tried my hand at making sound effects

used the garageband sampler keyboard to sample sounds from my bedroom, wink... wink...

1 Then changed the key and made several adjustments to create intended sounds.



7:48pm

## meeting 12

Animation Issues

→ Running and Running with axe is fixed

Camera Issues

Axe stuck in wall in wrong orientation } pivot change will fix these.  
Axe stuck in touching wall. ↓

Jumping. (Stretch frame) fixed ↓ fixed

↳ kind of fixed.

block issue

↓  
not fixed.

## Sprint 2

more streamlined animation system

fixing the camera issues

3 new gameplay interactions and 3 for just juice.

uncheck travel horizontal for vertical block.