

7.05.20

7:06 pm

meeting 15

osama discussion.

osama has entered the team

New Interactions

- breakable pots (collectibles) non-gameplay
- sliding wall
- bouncing wall
- axe hang

Fleshing out the axe hang mechanic

- A lot of open loops

one way platform

Timed door block

Rail blocks fix for direction pull

Spikes.

Animation State Sounds → add state.

Sfx Resources - add enums

I must come up with a list of possible particle effects for chris.