Playtesting

- o Spamming the recall input leads to unusual behavior.
- o we must discuss if the teleportation gem could be collected when you are holding the axe.
- o we must discuss the lull during recall.
- o The lull after teleport is imperceptible.
- o Sometimes the camera zooms out so much it reveals beyond the level

we must discuss Size (level, character e.t.c)
✡ character particle effects.

8:50 pm

- — remove the lull during recall
- — removing collecting gem when holding axe.
- — removing collecting gem on recall.

Tilesets are now 16×16

- — visualise the axe recall state
- — Make the gem
- — visualise the axe/gem interactions
- — Make the axe throw in air

next interaction.

pullable — pushable blocks ⟹ now called rail box
Isolate necessary Sound States.
Sound effects