meeting 25

player location on screen should be lower
camera bounds
level transitions visual (look into) ✓
sound glitch (axe glitch) move glitch   Idle animation
remove particle effect on blocks   Death animation
world map plan

Doors
Rubble, foliage, vines implementation
mechanics visualisations (Rail blocks & doors)
World map (tiny)

The new tilemap (1st region)
traversable world map
Levels (pretty) 2 or 3 indications of puzzle designs.

Sounds and music (new electronic)

Puzzles with gems
more multidirectional puzzles
more mechanic block multidirectional puzzles
new tilemap experimentation