Item #	Status	Associated Design Entity	Issue Type	Brief Description	Resource
1	Complete	Hitbox for Weapon Removed	I: Issue	Hitbox for Player Weapon Was Removed	Unity
2	Complete	Invulnerability Frames	I: Issue	Adding I-Frames so Player can't die insanely fast	Unity-Scripts
3	In progress	Player Logistics	A: Action Item	Need to work out proper player speed and jump	Unity
4	In Progress	Invulnerability Animation	A: Action Item	Add visual indicator so player knows when they a	Unity
5	In progress	Spikes	I: Issue	Spikes appear to teleport player and based on wl	Unity
6	New	Slime	I: Issue	Slime Slides Around	Unity
7	New	Slime	I: Issue	Fix Trigger and Collider for Slime so they are frame perfect	
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Date identified	Plan date to resolve	Date of last update	Status of resolution / comments		
15-Apr	25-Apr	18-Apr	It's in progress have to redo hitbox and possibly hitbox animation		
18-Apr	25-Apr	N/A	Added the mechanic now need visual indicator		
22-Apr	28-Apr	18-Apr	Need to figure out the right balance and tweak the numbers		
20-Apr	27-Apr	N/A	Not a top priority right now		
25-Apr	28-Apr	25-Apr	In progress with the teleportation but not with why some work and som		
18-Apr					

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Status	Issue Type
New	I: Issue
In progress	A: Action Item
Complete	