# Week 2 Summary

## Work Completed Last Week

I completed the basic movement and got the player to be able to jump.

I have now got a test scene with some walls of varied heights and obstacles for moving around and avoiding and testing out more features that I plan to implement, I have started working on getting the player to climb a wall but unsuccessful so far with it.

## Next Week’s Objectives

I plan to get the climbing working as well as running movement so the player can move faster when a specific key is pressed. I also plan to fix the issues I have encountered over the last week.

## Challenges

Challenges I have encountered, is that when the player jumps and is colliding with the walls the player stops moving instead of sliding down, also the player seems to not be able to jump anymore randomly after colliding with it.