

ELEMENTS TO INCLUDE:

- Sound
- Death Screen

BETA ERRORS TO FIX:

- Fix the colliders (you can die when you kill a monster)
- Fix the jump animation (when you run and jump it show the run animation)
- Fix error lives (When you have 0 lives and a monster escape the game dont stop)
- Fix stun animation (When you are stunned and you are falling the both animations play)
- Fix error lives (When you have less lives than 0 and a monster kill you the game dont stop)
- Fix tutorial (Modify a platform that bug the tutorial)

BETA IMPROVEMENTS TO DO:

- Increase the size of the button V1
- Redesign of the platforms
- Possibility to choose the position of the GamePad
- New Button (Fall)
- Explain the 'attack' in the tutorial