Having discussed a variety of weapons/enemies this week as a group me and charlie have talked in discord about the concept of doing a radial menu for weapons. We're not using one of the control sticks (rail camera), potentially giving weapons different abilities and allowing for quick selection. Because of the fact that we want to get working on the report ASAP, we figured it'd be a good idea for **everyone to submit an enemy, and weapon with an ability of sorts**. We can do a system in which the radial menu is used to select a weapon to get around (e.g. daggers for wall running, hookshot for tethering etc.) or simply just switching weapons on the fly without it affecting movement options. This obviously isn't final, and we're **kinda not considering how long some of this will take (we can cut things!) but having ideas out is rly important and starts on documentation which we need to do!**

Anyway, try to choose an idea and roll with it! We need the following:

**- general attack**

**- aerial attack**

**- crouching / sliding attack**

**- rough weapon design**

**- special effect (could be mapped to one of the attacks, or for movement)**

keep in mind that we don't want the player to slow down too much.

Enemies will need the following:

**- basic design**

**- how do they attack if at all**

**- how they move if at all**

**- any specifial effect or abilites they have (explode on death or something)**

I have uploaded my sword one as an example in this folder- this shouldn't take too long and lets us collect our ideas in one place.

**Don't do something someone's already made!**