Here is what I worked on this week:

Monday

Used masks to create a more complex method for hitboxes and collision detection

Tuesday

Refined collision detection system

Created a character select screen

Wednesday

Created a stage select screen

Started to restructure code to incorporate non-attack animations (using an animation class with the various types of animations as subclasses)

Thursday

Finished structure for non-attack animations

Added structure for and implemented a specific non-attack animation, a tether

Fixed various structural elements of the code, including code relating to the direction the characters are facing

Friday

Finished tether implementation

Implemented throws

Bug fixes

As it turns out, I did need to fix some structural aspects of the code along the way. I’ve decided to restructure code when I come across something that needs restructuring, rather than trying to solve problems that I don’t know exist. Next week, I’ll start by fixing some of the issues the tether still has, then I’ll move on to implementing animations for dying and jumping and possibly other things. After that, I’d like to implement other features such as shields.