Monday

Fixed issues with tether, including not being able to reverse its direction

Tuesday

Added a midair boost

Started structure for shield

Wednesday

Finished structure and implementation for shield

Thursday

Fixed bugs with shield and added a knockback component to it

Friday

Improved shield collision detection

Restructured hitbox classes

This week I got caught up in adding new features, and didn’t get to the jumping or death animations like I’d wanted to. I also generally didn’t get as much done this week as I’d have liked. Next week, I’ll start with adding in jump and death animations, and see if there are other special animations that could be added. After that, I’d like to implement a second character if I have time.