Monday

Implemented jumping and death animations

Tuesday

Started implementing a new character, implementing basic moves and having it appear on the character select screen

Wednesday

Finished implementing the new character, and fixed bugs with character and stage select screen

Thursday

Fixed bugs with new character

Updated death animation to make it work better with new character

Friday

Updated collision system to fix bug where characters could slip through or slide along walls

Next week I plan to improve the visuals in the game, and add a variety of small features I’ve been meaning to add.