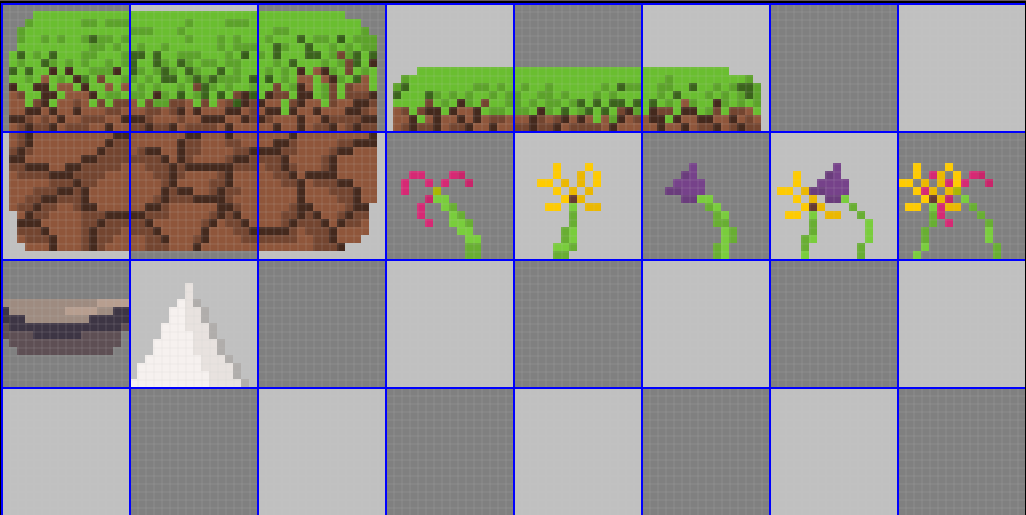
Game Progess Tracking

04/22/2024:

* Finish jumping and moving mechanic
* Add minor updates to enhance the jumping mechanic

04/22/2024 (23:47)

- Create sprite for game project



+ Grass block

+ Dirt block

+ Flowers

+ Rock

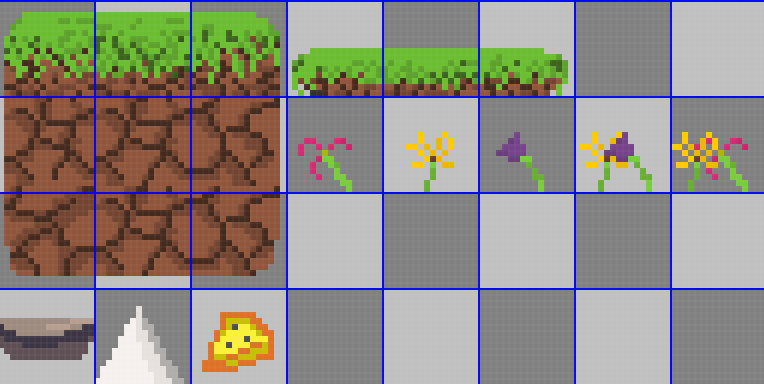
+ Spikes

04/23/2024 (14h00)

- Adding FX for player

- Adding tilemaps to game scene

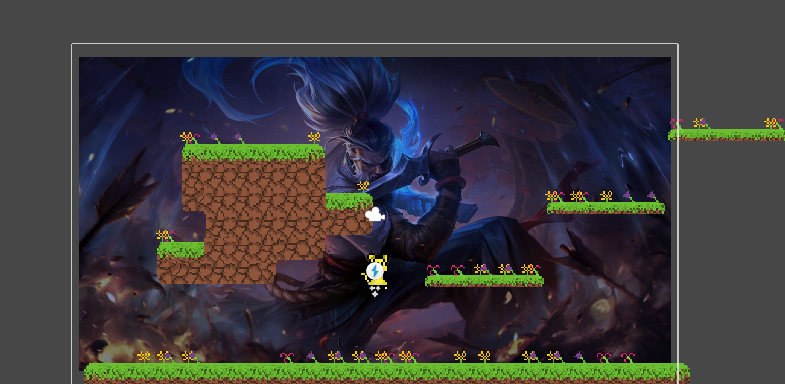
- Create some more tile maps



04/23/2024 (23h00)

- Create Tile Rules for game

- Create basic game view



- Adding Cheese to get and make Cheese automatically spawns when start the level