**Character**

Torso

* ~~Improve indicator~~
  + ~~Decal made of rectangular shape that can be scaled and a triangular tip that fits at the end.~~
* ~~Adjust AoE -> narrower and maybe rectangular~~
* ~~Camera change when charging~~
* How should the objects be pushed? Right now they only move in the plane, with object rotations being constrained
  + ~~Fixed rotations indeed~~

Legs

* ~~Move adjustment of character’s normal to TPC~~
* ~~Trigger and wall run only when completely vertical~~
  + ~~Use of tag “slope” and check if normal is orthogonal to vertical plan~~
  + To be revisited

Arms

Rolling head

* Implement rolling head
* Transition from head to TPC
  + It’s probably possible to use the data that is stored for saving

**Game systems**

Saving and loading

Level streaming

**Level elements**

Body parts behaviors

* Objects
* Interactions
  + Pick-up
  + Add new component
* Behaviors
  + Legs: running away