

There were few issues I encountered in this project that I don't know how to fix it.

1. attempt to setup the checkpoint, but player become invisible after respawn. I have tried some online tutorial on it, but it doesn't fix the problem. 😞 This leave me no choice but to lower the difficulty.

2. circular moving platform does not allow play to stand on it while moving, I tried to set the parent transform on collision2D, but it doesn't work.

3. hold space to jump higher does not work as I intended. I have made comment in my code as well. The problem could come from my keyboard respond time. Right now, the power jump would be hold the key "z".

4. rotate blade doesn't work, I can't setup the anchor correctly on the hinge joint 2d. so I gave up on the kill player script as well, but I do have the load screen on key "R".

5. Because of the above issue, I wasn't able to design the level that I planned. I really thought I can solve these problems myself on the last day by watching all the youtube tutorial, but I suck. 😞