**Programming Work – Jonny**

**DONE**

[Mechanic]

* Player character created
* Jump, Double Jump, Veil Jump.
* 3 Different Planes, logic for player interacting with different planes.
* Plane Transition Animations
* Interacting with Portals

[Sound]

* Created Script/base logic for applying sounds to objects and background
* Implemented sounds for Jump, Double Jump, Veil Jump, Portal and Theme Loop.

[Environment]

* TileMaps created for implementing Art Environment Assets.
* Created Prototype/Testing level with 3 Planes demonstrating main mechanics.

**To Do**

[Mechanic]

* Rotate Planes
* Temporarily Freeze Character when going through portal
* Implement enemies (movement, attacks etc) Ghouls, Ghosts, Skeletons.
* Implement Hazards
  + Green Goo – attached to floors/platforms/walls. Kills Raven on touch.
  + Yellow Goo – progressively slows Raven down. If her speed reaches 0, it kills her. (animation pulls her under)

[Level Building]

* Build Main 3 Plane Level

[Interface]

* Main Menu
* Game Dialog Boxes
* Pause Menu