

3/10 start working on player class for team game. Implementing gravity.

5/10 finish working on gravity. Start to implement ground detection.

7/10 finishing on ground detection. Start working on player horizontal movement.

11/10 finish working on player horizontal movement. Start working on player vertical movement.

15/10 trying to smooth out jumping and running for player.

19/10 working on side block detection since currently the player can only detect block that under it and can walk pass the block that's next to it.

20/ working on player animation, cutting out player animation sprite.