**20-12-2016**

Easy tasks to do

Start **01:20**

* Add forward dash
* Add stamina cost to forward dash
* Add cooldown to dash or back step so they can’t be used at the same time
* Add immunity frames to forward dash
* Add push-able block
* Arrange puzzles 1-2
* Add slowdown when getting hit
* Add; the lesser stamina, the shorter you can dash
* Add so that the player takes damage when it touches the enemy

End **02:43**

**21-12-2016**

* Add slowdown when getting hit
* Add; the lesser stamina, the shorter you can dash

**22-12-2016**

* Player combo attack system
* Fixed stamina bar so it waits and lerps no matter where you are and what you have pressed

24-12-2016

* Player combo attack system

26-12-2016

* Add push-able block
* Arrange puzzle 1
* Arrange puzzle 2
* Add door mechanic
* Add trigger open door mechanic
* Make moving platform move when player stands on it
* Make moving platform move within certain bounds
* Jump through platform
* Make moving platforms work

28-12-2016

* Arrange puzzle 1
* Arrange puzzle 2
* Add door mechanic
* Add trigger open door mechanic
* Make moving platform move when player stands on it
* Make moving platform move within certain bounds
* TODO: make moving platform move back up again