Indhold

[20-12-2016 1](#_Toc470761580)

[21-12-2016 1](#_Toc470761581)

[22-12-2016 1](#_Toc470761582)

[24-12-2016 1](#_Toc470761583)

[26-12-2016 1](#_Toc470761584)

[28-12-2016 2](#_Toc470761585)

[29-12-2016 2](#_Toc470761586)

### 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

### 29-12-2016

* Moving platforms (save that for later)
* Make first boss room scene
  + Pull sword up animation
  + Rocks they fall on player
  + Player wakes up at start
* Design more of the forest level