# CODE NAME: Project Sky

## VERSION: 0.0.0.01

### NOTES:

* Debug mode
  + Currently turned on both for menus and for game itself
  + Can be toggled on/off in the game
* Keys
  + debug
    - toggled by “J” on Keyboard
  + Movement
    - Left Arrow -> Move Left
    - Right Arrow -> Move Right
  + Speed
    - Increase - “Q”
    - Decrease - “A”
  + Width
    - Increase - “W”
    - Decrease - “S”
  + Height
    - Increase - “E”
    - Decrease - “D”
* Defaults are set:
  + Width: 0.6
  + Height: 1.7
  + Speed: 3.55
* Character has been textured!
* Debug HUD
  + Bottom left corner, everything is there

NEXT UP:

* Add platform textures
* Add gravity