So far with my project I have created a very rudimentary test layout for the first level, with a few spikes and platforms. I have successfully got ground and platform physics to work, as well as player movement such as left-right movement and jumping. The player does have some ragdoll physics, which is unintentional, but I like it and want to keep it because I think I can create a fun concept with that. So far I haven’t been able to get the collision to work with the spikes, and I haven’t had time to implement features such as saving logic (there is nothing to save, anyway) , multiple levels, menu screen, etc. There are also a lot of missing/empty textures I haven’t filled. I have decided to use my own graphics, so far just a black box and a crudely drawn spike. I am going to work on a player sprite and some basic grass sprites for the ground/platforms. I am disappointed with my lack of progress but time constraints have been hindering my workflow. I am glad I at least have something that can be played. Still, with the improved understanding of Unity I now have after cramming over the last two weeks and with a little more time on my hands, I am confident I can create something enjoyable and challenging (in a good way) to play.