1.  What did I work on or finish last week

I have made a camera controller for the player, as well as simple movement, and a basic jump function.

2.  What will I work on or finish this coming week

I will add sliding and slope movement, as well as the grapple mechanic. If I have time I will continue on to the wallrunning mechanic.

3.  I'm having trouble with/a problem with

Nothing yet, mostly retreading ground I have already worked on in previous projects/ prototypes.