

UNCATEGORIZED

No title

Fix doors so they go back up without key

Use layers for keys to get specific

Fix instructions in throne room

Fix first forest puzzle redesign?

Adjust jump height of falling platform

multi path

Falling platform speeds

Bats for cave

Monkeys or birds for great tree

Jaguar

Make handles for grabable items

Seperate material for jump platforms and roots

Seperate materials for trees and roots

Fix ruins loop holes

Crouch and jump area graphics

Great tree out jump good place for secret pick up

Right of great tree jump loop holes

Make buttons visible

Make idles holdable at standard height

Make it so foldable objects won't go

Make rare foldable at standard height
Make it so foldable objects won't go through walls.

Rule of three in temple puzzles

Manipulate camera for z space area

Water wheel for puzzle

Respawn point after forest treetops left

Make tree and cave less boring

Add box collides to places you don't want people to go

Make great tree worth it to go all the way through.

Box collides on out temple

"HitBoxes" for weapon control

Game object text

On start [Text.SetActive](#)(false)

OntriggerEnter [Text.SetActive](#)(true)

Game object sets script and has box collider

Layers only need to see what they have to function

