Known bugs:

* The sticky hand mechanic is buggy and needs to revisited, only use on white blocks or the billboard looking blocks
* Jump is floaty and will be edited as we figure out platforming and the team playtests
* Implementing the character caused some issues with player movement, will be adjusted as we figure out scaling

Future Additions:

We’re going to add a heely mechanic as well, that will make the player speed up and glide with a different animation. That’s in the player movement at the moment, but it isn’t implemented or possible to use yet or showcased in the prototype.