**TODO:**

**Main menu**

**Map x 3 + Weather**

**Loading Screen**

**Cutscenes x 1**

Movement turn as rotation or slow turn

CAMERA turn with player

**Mini Map + raytracing**

**Dialog box + heaight dependin on displ between player and box**

**Drop system randomly spawn.(time shield , fastAttack) spawn point + textures Buff Effect**

**Player team /Enemy team**

* AI Attack
* AI MOVE(change pos.)(if less than 2 go back else go forward)

**Player**

* Dash skill untouchable + direction
* Attack / Charge attack + parabolic

**UI**

* Health
* charge attack
* baffs effect ui + actual stats

**Cutscenes x 3**

**LEVEL 2 & 3 -> Boss 2 lvl ( 3lvl boss \_ friend)**

**ROUND 1 TEXT**

**Tuesday**

**Wednesday – Thursday**

**-Saturday Sunday**

**Friday - Jarek**