**Cutscenes x 3**

**Sounds en death, attack charge, shot.**

**models Light**

**code clean up**

**AI MOVE Level 2 mob 1 not attacking in last spot**

**dialog box text lvl 2 and 3**

**bug with snow ball stoping after dead, footsteps after death or end game check**

**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**

* hit damage
* baffs effect ui + actual stats
* charge attack one btn , range + xy pass + sound
* Health bg/ lives for enemies