Archy’s plans

## Saturday:

Set up milestones and basic documents

Implement basic movement systems (WASD)

Fix camera modes (follow mouse and lock to enemy)

## Sunday:

Start looking at implementing dashing mechanics

Implement basic attributes

Possibly implement basic meshes and find a skybox

Start reading up on animtree and all of that stuff

Add some kind of walls to the arena

## Monday:

Implement basic attack structure

Implement basic blocking structure

Start looking into staggering mechanics

Sleep

Set up plans for the next 3 days.