

Skeleton Smasher: List of things to fix/add/implement

Things to fix:

- When using teleport, fix the slow-mo issue so the player can fall down at a normal speed
- Getting stuck in between objects
- Making the terrain smooth for smooth walking
- Main menu text placement
- Being able to fall through the ground
- Skeleton attack sound bug when menu is paused then unpaused
- Giving damage boost a timer, instead of leaving it on forever
- UI bug where pressing the spacebar opens the ui in-game.
- Remove the resume option for when the timer reaches zero/player dies
- Camera view when jumping

Things to add:

- A teleport animation with particle effects
- A particle effect for damage boost
- Sprinting animation
- Being able to buy shop items by hotkeys
- Allow keys to be manually configured within the main menu screen

Things to implement

- Combo system
- Ranking system
- Player stamina

Things to consider:

- New levels
- New mobs

Note: I just realized that the game's window name is wrong.....