

Game is still hard but that's kinda the point of a roguelike, Maybe put controller support but i dont think we have time

Health

- ☒ ~~Health didn't reset if you use gateway to go back to hub.~~
- ☒ ~~Health should also reset when tutorial is completed as to not punish the player.~~
- ☐ When restarting in every scene, the hearts don't reset to five, maybe it's not right because of skill tree?
Forgot to remove two hearts/make hearts you haven't unlocked invisible

HUD & Screens

- ☒ ~~Hud container in hub and tutorial scene doesn't show~~
- ☐ Health potion doesn't work in tutorial, may be linked to the heart display issue
- ☐ Hud in tutorial death screen shows
- ☒ ~~If you die in the tutorial you can't respawn or use any buttons in death screen, same with pause screen~~
- ☒ ~~Main menu needs cursor to show, some pause menus doesn't show cursor~~
- ☐ When you pause in dungeon, after you can't move
- ☐ Sometimes pop ups in the last tutorial room doesn't show/flickers
- ☒ ~~Pause menu in the hub doesn't unpause unless u press 'esc'~~

Skill Tree

- ☐ Should give u the option to buy the key when you get to the gate, have enough but no key in inventory
- ☒ ~~Prompt of what to press to exit skill tree in corner~~

Hub + Dungeon

- ☒ ~~Can put a light in the door scenes to show people where the door is so they don't get confused~~
- ☐ Invisible wall in one of the prefab rooms (room with one potion, one large enemy, three spikes near bottom, room)
- ☒ ~~Add sound effects to door opening~~

Cutscenes

- ☒ ~~Cutscenes don't have an option to skip~~
- ☒ ~~Credits scene camera isn't right, too far away~~
- ☐ Typing speed in the cutscenes may be too fast for some, should be player controlled
- ☒ ~~Add Anna to the credits as lead game concept~~

QOF

- ☐ Having to fully restart the game to get a new save, may need to be an option to start a new save
- ☒ ~~Tutorial prompts doesn't tell people that their attack faces their direction~~
- ☐ Bottom of hub doors can get you caught into a loop when exiting the door room, could switch the rooms entrance in the hub to match the direction you entered in, bottom rooms to the top. Having it as is kind of breaks immersion.
- ☒ ~~Animations of player are too long, enemies attack too fast, it's not fluid~~

Promotional

- ☐ Create storefront image for lament on itch
- ☐ Make a description for it
- ☐ Make a desktop icon for it as well