**Weekly Report**

|  |  |
| --- | --- |
| Basel Allam | * Wrote a script so the player can press a button to keep up with the music and laid down infrastructure for applying buffs later * Did some research on how stamina management in video game works * Quick refresher on Unity UI to implement next week |
| Tongol Banguot | - Wrote a script to animate player character's movement and jumping using Unity's physics system and Animator component.  - Did more tests animated objects to ensure they function and feel right with the srcipt. |
| Name | … |