Unity Assignment: Ruby's Adventure Tutorial Readme file v2

In this new build I managed to get the game running properly on windows build on a windows computer. First, I need to figure out how to import my assignment on to my Mac so I can work on it during Thanksgiving break. The main problem I had during the tutorial was giving animations to the enemy. He has animations but won't move or attack the player. The other one this time is the UI. Ruby takes damage but for there's a error with the health UI which won't show damage being delt.

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We haven't discussed about the project yet or what parts we are doing yet, we haven't even made a group chat yet. I hope things turn out well during the second part of this project.