

# DamirNabiullin - Unity HW 7

## Task 1

[source code](#)

[source code](#)

## Task 2

[source code](#)

## Task 3

The same code as in the task 1

## Task 4

[source code](#)

I have created a stairs according to this [video](#). My stair consist of - stair itself, 2 triggers: up and down. When we trigger up - climb animation starts. Wne we press down button (or “S” button) stair become inactive. When we exit “Up” trigger - climb animation ends.