TODO’s:

1. Need a dog jumping animation
2. Wood cutting / person sleeping / person sitting and relaxing animation for lumberjack in scene 1
3. Need turning in place animations for actors
4. Implement variable speeds of movement for interactive sections with Dog / Man (Sprinting)
5. Misc Camera work (cut up some shots)
6. Only when you’re attacking can you hit the wolf
   1. Timer between hits

Challenges / Features

1. Waypoint system in scene 1
2. Camera flow in scene 2