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, backwards animations
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
7. SOUND
8. Animate lights for wolf enrage

Challenges / Features

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