**Animation Log**

Enemy Ant

Idle 0 – 50

Walking 51 – 95

Attacking 100 – 135

Death 140 – 185s

Enemy Worm

Moving 0-80

Attacking 81-124

Death 125-150

Sarah

Idle 0-60

Walking 60 – 175

Jump 180 – 215

Attack1 185 – 280

Block 280 – 320

DamageGet 325 – 350

Shooting 351-390

Glide 395 – 455

Throw 455 – 500

ComboAttack 500 – 595

Death 600 - 650