Objective:

* Create animations in Unity for units based on attack, idle, and death states
* Transition between different unit states
* Create a script to test different animation

Findings:

* Unity has a built-in animator & animation component that can be attached to the game objects
* The animation component allows setting up a series of individual frames that users can tweak to simulate animation in the 2D sprites
* The animator component manages the different animations built and can make transitions between them based on parameters the user can define and set
* I was able to test if the animations and transitions were working by attaching a script that monitored a specific button press events which would cause the game object to change its current animation state to whichever one it was linked with