Entry Task:

Date: \_\_\_\_10/30/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You could have forgotten to attach the text to the script,

You may not have your enemy incorrectly tagged so the player won’t take any damage.

Date: \_\_\_\_10/31/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

There could be exit time which stops the animation from snapping to the jump animation.

Date: \_\_\_\_11/1/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

No School

Date: \_\_\_\_11/2/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

That is because the order in layer is not negative in the tilemap renderer.

Date: \_\_\_\_11/3/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You need to create a sprite atlas and attach all of the tilemaps to the atlas.