Entry Task:

Date: \_\_\_\_5/13/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

You can use A\* pathfinding to get enemies to avoid obstacles and also find a viable path to the target.

Date: \_\_\_\_5/14/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

Possible didn’t anchor the text box to the correct spot in the canvas.

Date: \_\_\_\_5/15/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Cry then try to get a hold of the artist and see if they can get it finished at home if not one of the other teammates will have to come up with a replacement or you can use an older animation like changing a normal attack into a heavy but slowing down the animation and changing a few important things.

Date: \_\_\_\_5/16/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_5/17/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_