Entry Task:

Date: \_\_\_\_9/18/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

An example would be for a slime when it starts a jump and stretches through the air before hitting the max height then falling and stretching before hitting the ground and squashing down.

You should reduce it when you have something solid and moving. (Like an object that get farther away from the character)

You would need to increase or decrease the amount of anticipation if your animation has a dramatic springy start then a dull and slow release when you’d jump.

Date: \_\_\_\_9/19/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Tf1 = true

Tf2 = false

Tf3 = true

Tf4 = false

Tf5 = true

Date: \_\_\_\_9/20/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The script wasn’t attached to the object in the hierarchy.

Date: \_\_\_\_9/21/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Missing -=1;,

Collision is misspelled,

Missing “” around enemy.

Date: \_\_\_\_9/22/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

No School