Lab 9

Intermediate Game Design – CITA 312

Prof. Awedat

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**Github link**

https://github.com/F-llFr-mGrace/Current-Project

**How did you implement enemy animation using Timeline?**

I created a start and end keyframe and then made keyframes in the middle to make sure the enemy passed by the player and didn’t crash into level geometry.

**What challenges did you face using Unity’s new Input System for player movement?**

I had no issues using unity’s new system

**How did you apply the offset to player movement for smooth control?**

Transform.localposition.x \* input \* speed \* Time.deltaTime