I haven't had time to try the new integrating enemy/NPC interactions via polymorphism, state machines, (and I've had trouble with the VFX GRAPH (but I will be focusing on these for the next few days so that everything is ready for my main evidence 2 (But I will be keeping you updated with my progress towards the main ev2 and if I still struggle with those mechanics I will come In to ask for guidance. (Also, I've had troubles with the base of my work as my files got corrupted (but I finally got that sorted out "thankfully")

But to add on what I will be doing for this project once I have all my systems in place I will be using my input system/shaders I created in previous games (since I like sampling my work and extending on it) but I will be focusing more on combat rather than parkour , and making course that one will need to fight their way through (I am in 2 minds if I still want to use my mana system for abilities since I feel it's a bit repetitive but I do like the concepts I have with the VFX shaders. (I want to make multiple different VFX ability shaders, one explosion VFX shader, smoke VFX shaders and waterfall/toxic waterfall VFX shaders. The reason is I want the world to feel more immersive (And I also feel by making these shaders It would be a great addition to integrating enemy/NPC interactions via polymorphism, state machines and scriptable object.

I would have liked more done for my cpa2 (but again I had a time bump but to clarify I will make sure that this doesn't happen again.)