My progress is slower this week. I decided to refine my character jumping arc by manipulating the velocity linearly. I’ve added colliders; however, I remain confused about the process of enabling them and hand having them react to one another. My first animation will be for crouching in the near future since that will be simplest.  
  
Currently, my character classes contain all of their statistics within them along with their action sets. On the advice of a colleague, I plan on breaking these down further if possible so that the statistics and actions can be easier referenced and manipulated.