Movement forces were fine tuned for a proper build of the game to be shown at Game Event for Fall.

A hard lesson was learned that there is a stark difference between behavior of movement and forces within the Unity editor and an actual build of a Unity developed game. Applied forces may have seemed proper when the editor was being used to execute the game, but they were too strong when the game was actually built. Force values have been greatly reduced and now whenever testing the game, I will be creating builds and running them so proper results will appear.

Will be working on the addition of indicators for many things (especially evasion) over the next week.