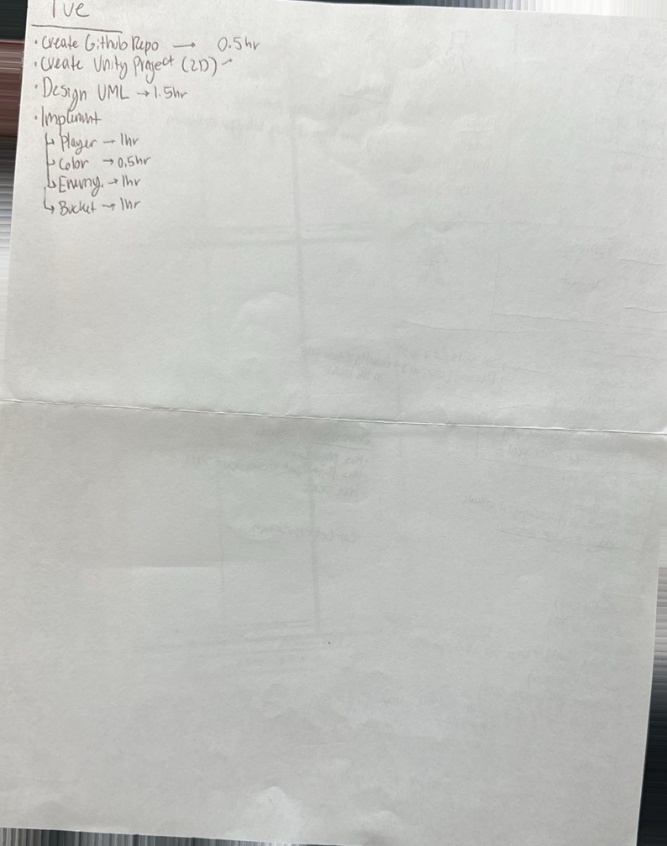
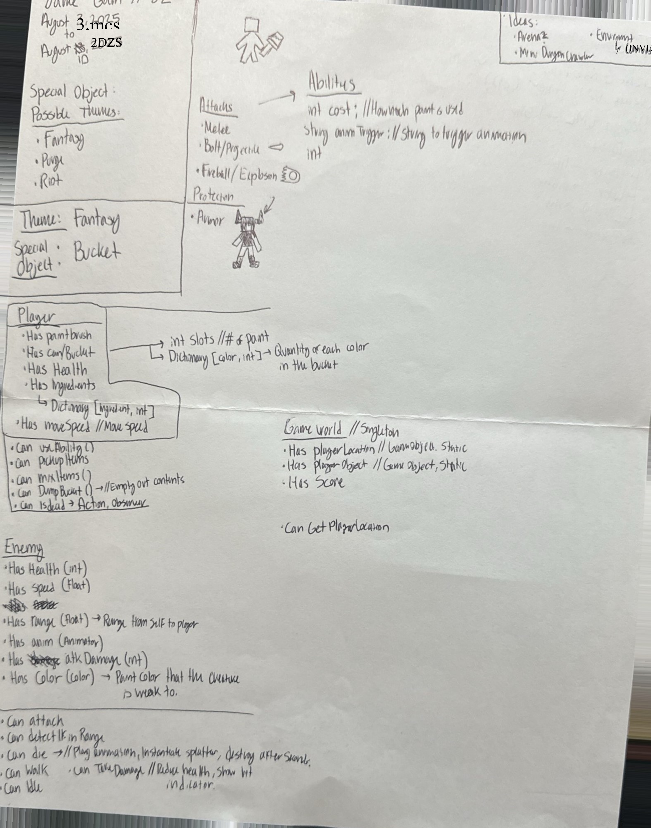
Aug 3:

Drafting some concepts for classes and designs for the character

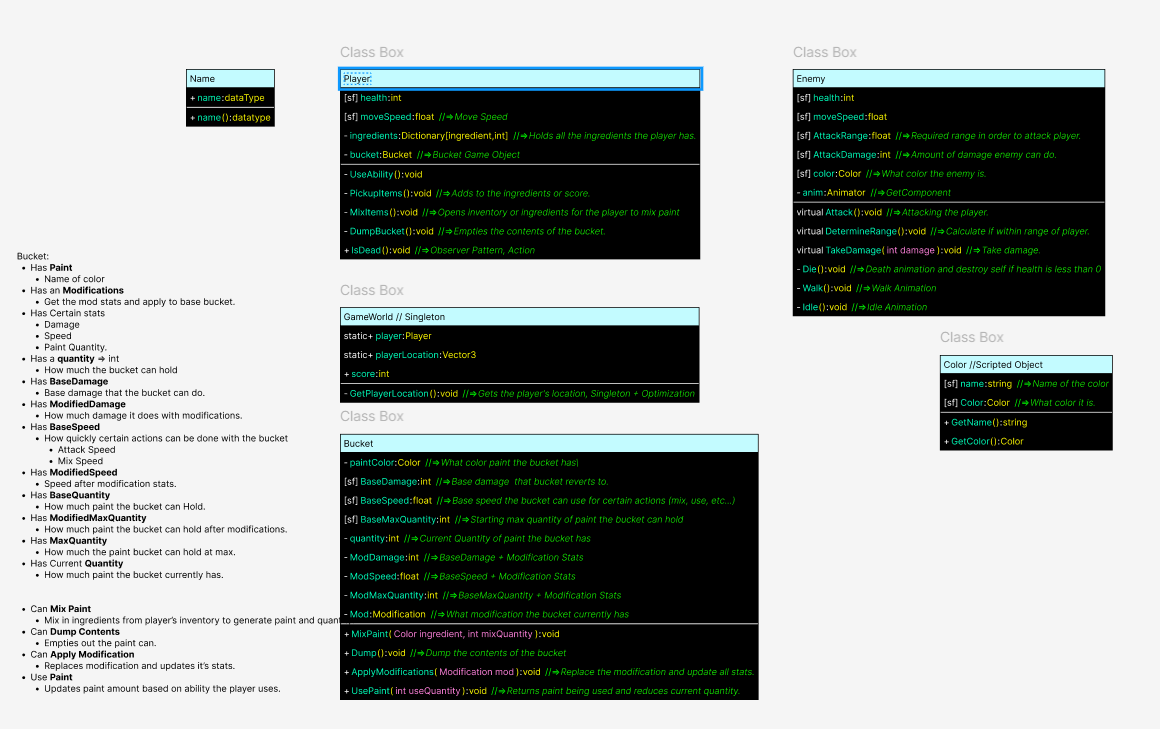
Drafting some abilities that the player may have.



August 5,

14:07

Designed a few class UMLs for starters.

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16:00

Player is now able to move.

The player prefab has 3 scripts

The Player, which holds all the stats, and code for the player to function.

The PlayerAnimController, which deals only with the player animator. This is to ensure each class has a single purpose.

The PlayerInputController, which solely handles the player’s inputs and sets variables that can be called upon.

