**Animation Player**

Takes in Scriptable Objects with sprite, timing, loop, etc. info and starts a Coroutine that plays the animation with the specified values.

Make a static script that can be called from anywhere, PlayAnimation(ScriptableObject).

This works best for one shot animations, like environmental animations for example; fireflies or wind gusts.

On the Player in order to only have one animation playing at the same time, hold a reference of the last animation Coroutine and make sure it is stopped every time a new one plays. An issue for player animations would be the running animations that change very often, it is unclear that starting and stopping Coroutines for every direction change would be appropriate or not.

**Random Environmental Animations**

Static: An object that is always in the scene with a constant or recurring animation, like a torch.

Spawned: Animations that can spawn ‘anywhere’ in the environment like gusts of wind, fireflies, etc.