Added player with camera attached that can move

Had a problem where because the player was a round 3d shape when they would move they would role. Fixed this by making the character movement on its axis stuck.

Added enemy that when collided with transitions to a 2d battle scene

Made a battel mode where pressing spacebar attacks the enemy and they can attak back.

When the enemy is killed in the combat scene the enmy in the 3d scene is destroyed.

Added 2d sprite that follows where the player is looking

Had a problem with adding 2 enemies when going to the 2d fight scene only the first enemy is destroyed even if you start the fight scene by touching the second enemy.

Made it so when starting the fight scene unity remembers the enemy you touched however for some reason wen it loads the fight scene the enmy you touched is removed I think it is because the enemy doesn’t exist in the fight scene.