One major issue with the button implementation is the desync between the button and door. The logic given in the tutorial only allows the button animation to play once, whilst it still broadcasts the custom event. This means that the animation only plays the first time a trigger occurs, even though the door opens or closes every time there is a trigger. I addressed this issue by disabling the button collider after it has been activated. This means that the button cannot be reactivated after the door has been activated. Another issue with the scripts is redundant code. With the logic for the key door and button door sharing the same logic, a subgraph can be made to further simplify the logic and enhance readability. I found it difficult to follow the logic, thus making it harder to decode. The complexities added with animation trees made it even harder to find where errors occurred. By simplifying segments and breaking down code, debugging can be made easier.