

Toad has animations controller script:

1 - Idle;
2 - Walk;
3 - Run;
4 - Attack;
5 - Hit1;
6 - Hit2;
7 - Death1;
8 - Death2;
9 - FullStunAnimation;
0 - StopRotation;
- - LowRotation;
+ - HighRotation;

Space - DefaultState.

Camera controller script:

W - Move Forward;
S - Move Backward;
A - Strafe Left;
D - Strafe Right;
Q - Up;
E - Down.