Q1

Knight who being cursed to puppet Trapped in the deserted island in the middle of nowhere.

Q2

He can do (space)frog jump,(F) hurricane kick,(R) rasengan and he cant feel pain beacuse of being puppet.

Q3

He lived like honoroble knights and in the end one of the enemy kingdom's great wizard lost against the Knight in love battle after that wizar can'T suffer the pain of love and then he cursed to Knight and teleportated Knight to island in the middle of nowhere

Q4

Tall and slim but all body parts build by tree so he cant see but sense with mana there is no hair also beacuse of the tp spell's bad effects he wear nothing.

Q5

```csharp
20 references
Animator ybotAnim;
6 references
float mspeed;
4 references
float axisZ;
2 references
Camera mainCam;
0 references
void Start()
{
    ybotAnim = GetComponent<Animator>();
    mainCam = Camera.main;
}

// Update is called once per frame
0 references
void Update()
{    //walking
    if (Input.GetKey(KeyCode.W))
    {
        mspeed = 0.3f;
        axisZ = mspeed * Input.GetAxis("Vertical");
         //running
        if (Input.GetKey(KeyCode.LeftShift)&& Input.GetKey(KeyCode.W))
        {

         mspeed = 1f;
         axisZ = mspeed * Input.GetAxis("Vertical");
        }

    }
    else
    {    //stop running or walking
        mspeed = 0f;
        axisZ = mspeed * Input.GetAxis("Vertical");

    }
    //mouse rotating
    Vector3 vector = new Vector3(0, 0 , axisZ);

    ybotAnim.SetFloat("speed", Vector3.ClampMagnitude(vector,1f).magnitude,1f,Time.deltaTime*3f);

    Vector3 kameraYon = mainCam.transform.TransformDirection(vector);
    kameraYon.y = 0f;
    transform.forward = Vector3.Slerp(transform.forward,kameraYon,Time.deltaTime*10f);
```

```csharp
        //left walking
        if (Input.GetKeyDown(KeyCode.A))
        {
            ybotAnim.SetBool("sol", true);
        }
        if (Input.GetKeyUp(KeyCode.A))
        {
            ybotAnim.SetBool("sol", false);
        }//right walking
        if (Input.GetKeyDown(KeyCode.D))
        {
            ybotAnim.SetBool("sağ", true);
        }
        if (Input.GetKeyUp(KeyCode.D))
        {
            ybotAnim.SetBool("sağ", false);
        }
        if (Input.GetKeyDown(KeyCode.S))
        {//walking backward
            ybotAnim.SetBool("geri", true);
        }
        if (Input.GetKeyUp(KeyCode.S))
        {
            ybotAnim.SetBool("geri", false);
        }
        if (Input.GetKeyDown(KeyCode.Space))
        {//jump lke frog
            ybotAnim.SetBool("zıp", true);
        }
        if (Input.GetKeyUp(KeyCode.Space))
        {
            ybotAnim.SetBool("zıp", false);
        }
        if (Input.GetKeyDown(KeyCode.Q))
        {//punch
            ybotAnim.SetBool("jab", true);
        }
        if (Input.GetKeyUp(KeyCode.Q))
        {
            ybotAnim.SetBool("jab", false);
        }
        if (Input.GetKeyDown(KeyCode.E))
```

```csharp
{//dodge
    ybotAnim.SetBool("kac", true);
}
if (Input.GetKeyUp(KeyCode.E))
{
    ybotAnim.SetBool("kac", false);
}
if (Input.GetKeyDown(KeyCode.F))
{//kick
    ybotAnim.SetBool("firt", true);
}
if (Input.GetKeyUp(KeyCode.F))
{
    ybotAnim.SetBool("firt", false);
}
if (Input.GetKeyDown(KeyCode.B))
{//dance
    ybotAnim.SetBool("dans", true);
}
if (Input.GetKeyUp(KeyCode.B))
{
    ybotAnim.SetBool("dans", false);
}
if (Input.GetKeyDown(KeyCode.R))
{//skill
    ybotAnim.SetBool("rasengan", true);
}
if (Input.GetKeyUp(KeyCode.R))
{
    ybotAnim.SetBool("rasengan", false);
}
```