**Enemy Character Setup (Enemy.blend)**

**Purpose.**  
This file contains the rigged enemy character model, named *Enemy*, intended for in-game use.

**Instructions.**  
To open and test the rig:

* Open the file Enemy.blend using Blender.
* Enable **Material Preview** or **Rendered View** by pressing Z to observe applied textures and colors.
* Select the armature (skeleton structure).
* Press Ctrl + Tab to enter **Pose Mode**.
* Click on control bones to rotate or move parts of the character and verify mesh deformation.
* To reset the pose, press A to select all bones, then use Alt + R (reset rotation) and Alt + G (reset location).

**Walk Animation Playback (Walking.blend)**

**Purpose.**  
This file contains a walk cycle animation for the *Enemy* character.

**Instructions.**

* Open the file Walking.blend in Blender.
* Select the armature and enter **Pose Mode** (Ctrl + Tab) if not already active.
* To preview the animation:
  + Press **Spacebar** to play.
  + Use the timeline scrubber or arrow keys to navigate keyframes manually.
* To view animation curves, open the **Graph Editor** from the animation workspace.

**Slow Run Animation Playback (Slow Running.blend)**

**Purpose.**  
This file includes a slow running animation for the same character.

**Instructions.**

* Open the file Slow Running.blend.
* Enter **Pose Mode** (Ctrl + Tab) and select the armature.
* Press **Spacebar** to preview the animation.
* To loop the animation indefinitely:
  1. Open the **Graph Editor**.
  2. Press A to select all keyframes.
  3. Press N to open the right-hand panel.
  4. Navigate to the **Modifiers** tab.
  5. Click **Add Modifier** → Choose **Cycles**.