ToDo

# Design

* Decide on which weapons/ items will be in the game.

# FSM

* Add decision making for different weapons.
* Add decision making for if the enemy is a melee or ranged attacker.

# Unity

* Download project files submitted in semester 1 (since I’m changing the player class)
* Make player attack automatically.
* Split player class into player and player controller
* Remove attack animation (just walking) and make a debug box show instead. - Just Show gizmo instead
* Make xp system

# Notes

* Virtual controller – The character is made as if it was made for a player, the AI just controls the input. Ref: MARPO slides.

# Questions

* Should I create the game for a player first? - Yes