- 1. Import the fbx files provided in the attached zip file. Load the scene along with the character. Add textures as provided.
- 2. Setup collision with the boundaries of the room.
- 3. Setup the character to be able to move around the room using arrow keys.
- 4. The character has 2 animations, walking and idle. Use the walk_cycle animation while the character is moving and the idle animation when the character is standing in one place.

Junior Unity3d Developer

- 1. Import the fbx files provided in the attached zip file. Load the scene along with the character. Add textures as provided.
- 2. Setup collision with the boundaries of the room.
- 3. Setup the character to be able to move around the room using arrow keys.
- 4. The character has 2 animations, walking and idle. Use the walk_cycle animation while the character is moving and the idle animation when the character is standing in one place.

please attach the kitchen-character.zip file I shared