

1- Getting Started:

- Watch this short video to understand how the system works behind the scenes:

https://youtu.be/7KU_jGE58Cc

-Watch this tutorial to get started

<https://youtu.be/g1fz0Iq5PT4>

2- Steps:

- In your script Create a ComboSequencer Object
- Call the Initialise() method in Start()
- Call the Update() method in your Update Loop
- Assign combos and the Animator references in the inspector
- Hit play!

```
public ComboSequencer Sequencer;  
  
void Start()  
{  
    Sequencer.Initialise();  
}  
  
void Update()  
{  
    Sequencer.Update();  
}
```

Credits:

- Animations included: Mixamo's Melee Axe
<https://assetstore.unity.com/packages/3d/animations/melee-axe-pack-35320>
- Axe Model: Horror Axe by ESsplashkid
<https://assetstore.unity.com/packages/3d/props/tools/horror-axe-107507>