Week of 1/29/2024

2/2/2024

- Got C# debug and config up and running.

- Got rough attack animation working, need to add hit box to weapon. Prelim will be replaced with iterative models and animations.

- Modeled rough arm of generic human male to be put into the game as a prelim main character.

2/3/2024

- Put prelim enemy in the game

- Added prelim hit detection

- Added comments to the player.cs file

2/4/2024

- Added enemy detection via ray cast

- Attack key now moves character to clicked location, need to make it so animation doesn't play unless withing hitable radius of enemy.