



Animations:

* Idle, walk, jump, fall(map change), projectile shooting



Animations:

* Idle, walk, jump, death

Charater Animation schemes:

Enemy animation schemes:

Idle1

Idle2

Idle3

Idle4

Jump2

Jump1

Walk2

Walk1

Death

Projectile shooting

Fall

Hurt

Jump2

Walk1

Walk2

Walk3

Walk4

Fall1

Fall2

Jump1

Death2

Death3

Death1

Death4

Projectile animation schemes:

Base

Animation 2

Animation1