# 3D action adventure

# 0.0.1

* 8dir movement with smooth camera angle
* Enemy targeting + strafe movement
* Backstep
* Roll
* Sprint
* 180 turn animation when sprinting
* Attack chaining (3 attacks)
* Heavy attack
* Death animation
* Torso/head hitbox
* Debug ui for resource management
* Resource management base

Bug  
Fixed but not confirmed