# 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

# 0.0.2

* Use stamina for movementaction or combat action
* Regen stamina when not in middle of action
* Drain stamina while sprinting
* Fixed cameraY when targeting an enemy on elevated terrain
* Can disable staminasystem when debugging
* Fall animation, hard or soft landing determined by fall time
* Changed roll/backstep movement to rigidbody to prevent clipping through colliders
* Hitboxes on different body parts that deactivate on dodge frames
* Force additional gravity in slopes

Bug  
Fixed but not confirmed