Progress check:

I want to make sure everyone has a solid grasp on the concepts covered so far before moving on.

You will have 2 days to complete the following project:

1. Create a new Unity project
2. Name it ProgressCheck
3. Using the player art provided, create a fully functional player animator controller
4. Using the enemy art provided, create a fully functional enemy animator controller
5. You may copy/paste any scripts from the old project you might need to use
   1. Enemy pace, player HP, animation scripts, etc
6. Using the tile art provided, create a new level
7. Using tilemap colliders **and** edge colliders, configure your tilemap(s) to have appropriate collisions
8. Have playerHP go down when colliding with an enemy
   1. Reset level if you die
9. Have an end to your level, where if your player collides with the objective you load a “Win” scene