Animation

Player

* Standard combo (tbd)
* Strafing
* Regular dodge (Jump backwards and roll or dash)
* New Jump
* New Walk
* New Run
* New Idle
* Interact
* Hit reaction
* Attack when dodged
* Teleport

Enemy (Sword user)

* New Walk
* Horizontal attack
* Low Horizontal attack
* Hit reaction
* Turn Left
* Turn Right
* Jump

Code

Player

* Animation implementation
* Receive damage
* Do damage
* Health
* Block
* Standard combo (Button tap)

Enemy (Sword user)

* Turn during attack
* Turn before attack
* Animation implementation
* Randomize attacks
* Movement during attacks
* Receive damage
* Do damage
* Health