**Animation State Machines**

**The Player:**

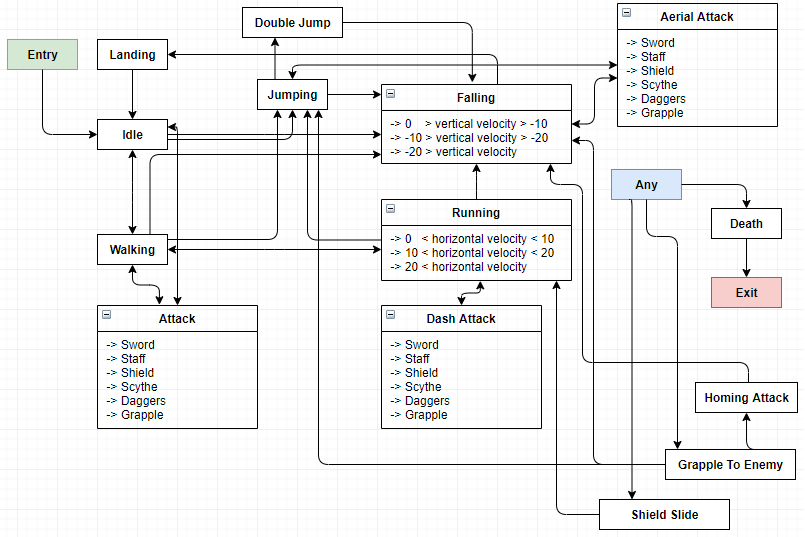


Figure - Player Character animation state machine