This lab was a little rough for me as I'm sure you already know. But I did have fun with this one. I remade the animations several times, but eventually got them working. I ended up slowing the running animation just a tad until it looked better in context. I decided against modifying the scriptable objects for now, as it felt out of the scope of this lab.

First I created an empty animation controller, and populated it with the parameters necessary for the animation script to do its thing, being Run, Idle, and Jump. From here I added the animation controllers and script to the player object. Then I created the snippets and slowed them down by spacing the key frames out from each other. I also modified the jump animation to use some of the double jump animation, so the character will flip off of the ground, and then transition into the falling animation until grounded again. For some reason though, the run to jump transition only works when moving left, but I've resigned to solve that problem another day.
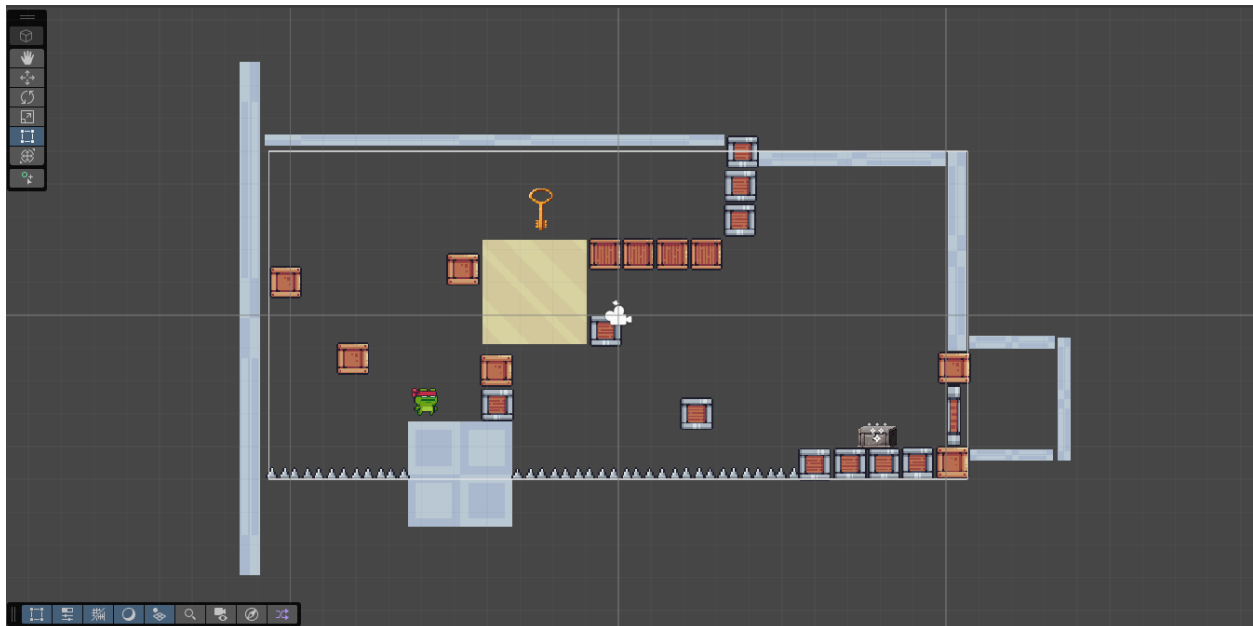
This is the whole level as it currently stands, I've cleaned up the layout just a bit.
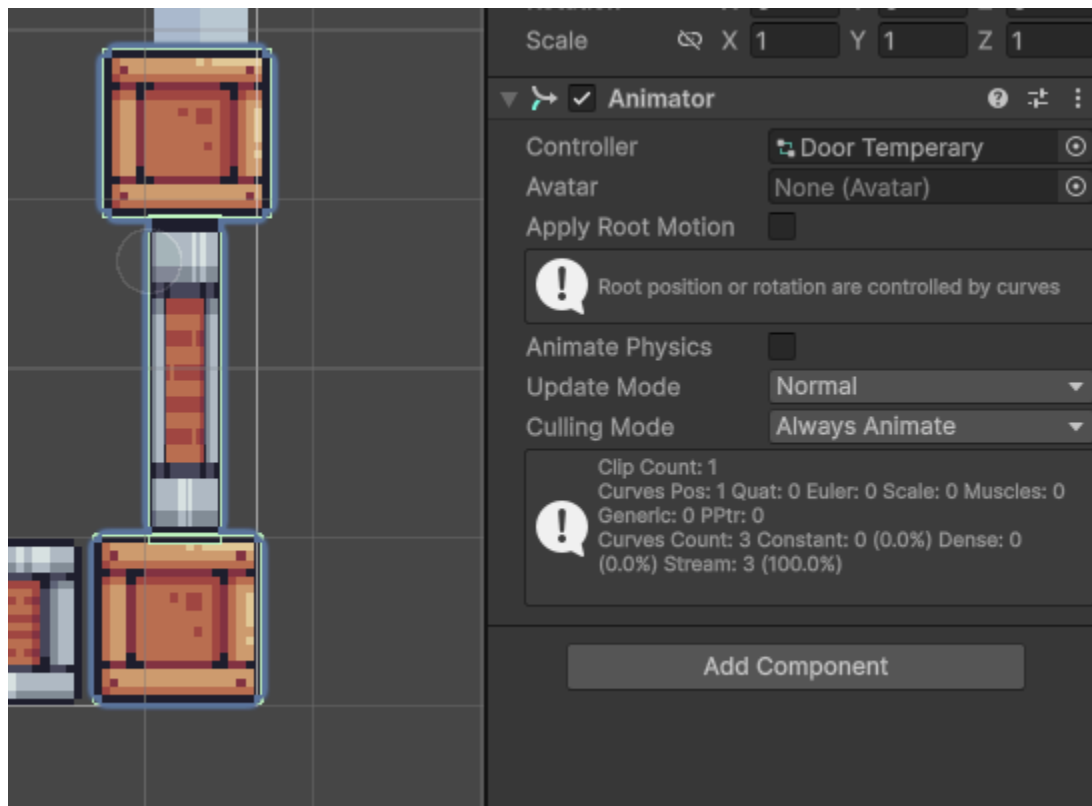This is the current animation tree, with transitions to and from all states
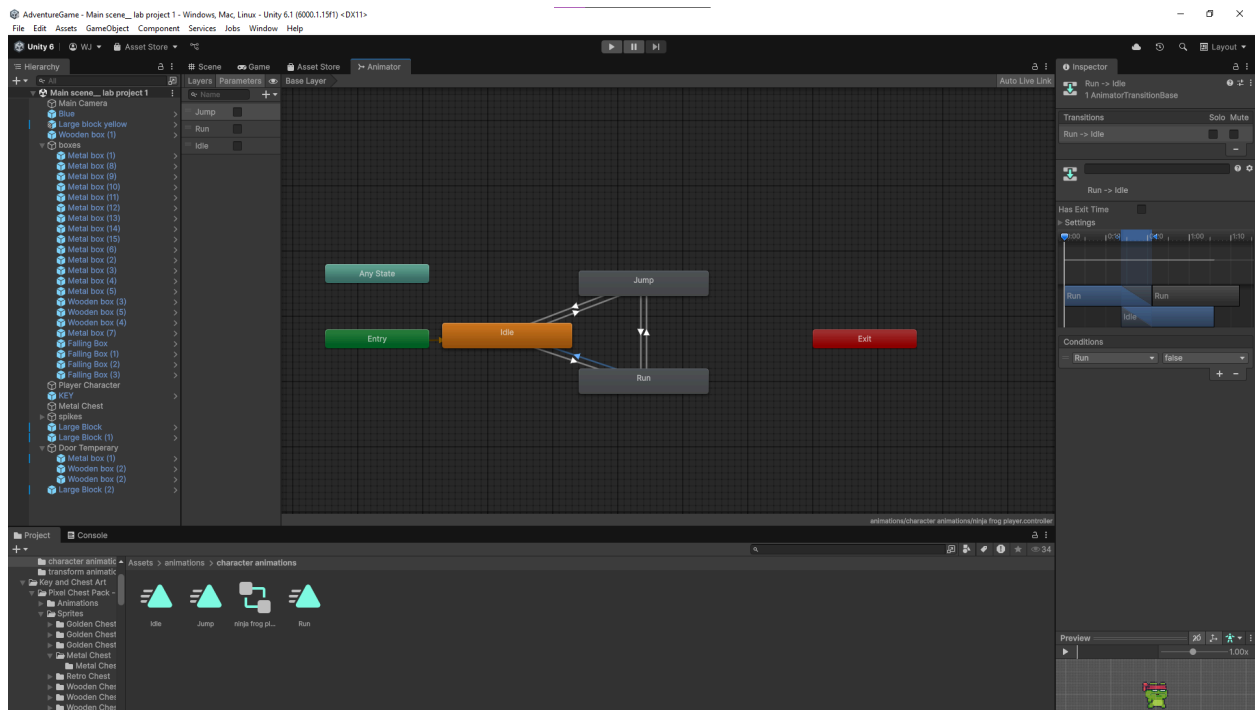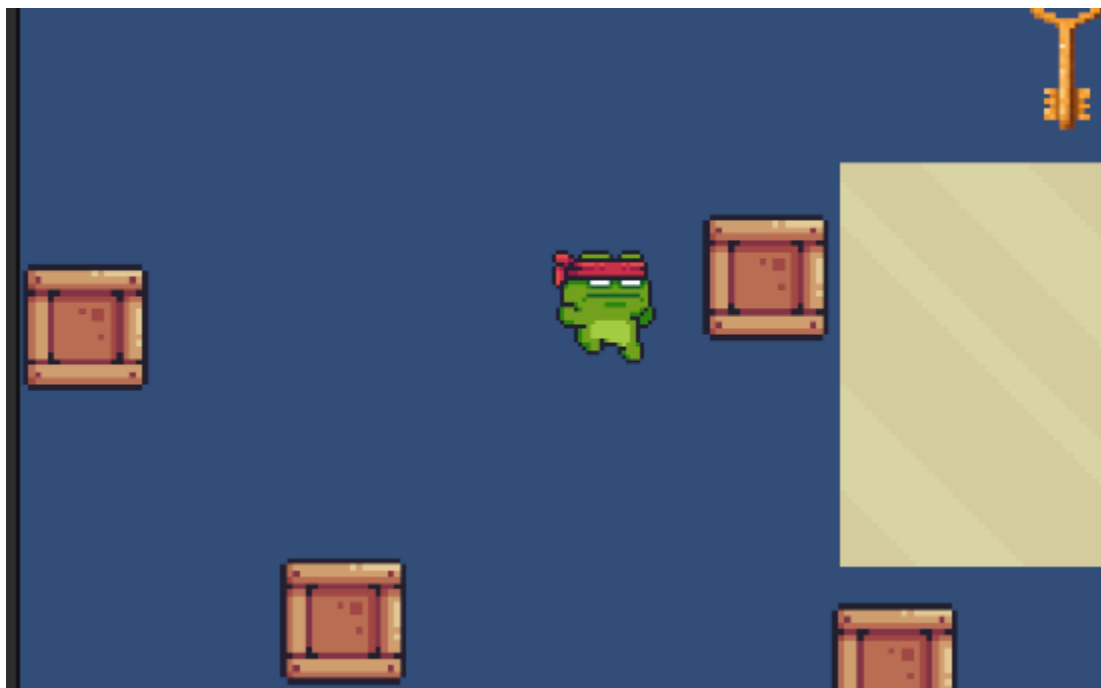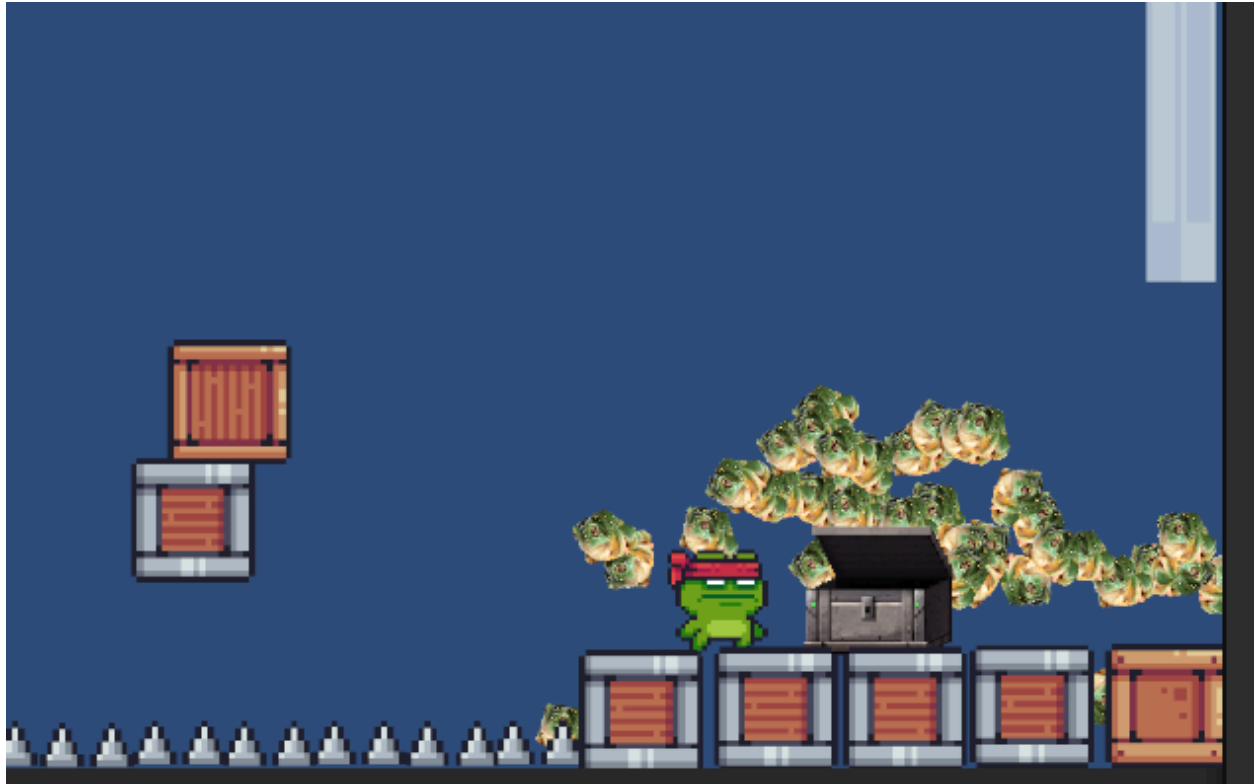
These are snippets from flip jumping into a fall animation

Next I made a simple door out of a couple assets, and translation animated it to open when the chest is opened.

There isn't anything beyond the door for now, as the camera is still static, so I boxed in a simple square to keep the player from falling to the void for now.

Here is my github URL:https://github.com/Squishitron/Essentials