

Quest 9 - Adventure

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Focuses On:

- Four Direction Animation Blending
- Four Way Attack

Summary

Establish the various animator and physics programming integrations to portray top-down adventure game animation states.

Core Loop Requirements

Inputs/Actions

- WSAD = Up/Down/Left/Right Movement
- Space Bar = Attack

Obstacles/Challenge

- N/A

Goal

- Explore

Additional Quest Details/Requirements:

- Use the same project as the prior assignment
- Continue editing - "Scenes/Q8"
- Various animations and transitions must match the blending and timing as portrayed in the instructions and in class.