Quest 8 - First-Person Combat

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

This Quest Focuses On:
- First-Person Combat Mechanics
- First-Person View Models

Summary
Establish basic first-person combat mechanics using two common kinds of attack types.

Core Loop Requirements
Inputs/Actions
- First-Person character rig from Q3
  - WASD Movement
  - Mouse Look
- Click to use Hitscan Attack
- Right-Click to use Projectile Attack

Obstacles/Challenge
- Level obstructions

Goal
- Explore

Additional Quest Details/Requirements:
- Project Name - "Q1_LastNameFirstName"
- Scene "Q8"