Create a humanoid-based character for a 3D Animation Unity a circuit training game. From the asset store, you can use items like the "Runner Action Animation Pack" (or something similar). You need the following components in your animation system:

- Animations for idle and run/walk
- Dash and jump animations
- Ledge animation and pull-up animation
- Obstacle-jumping (hurdle-jumping) animation
- Ambient lighting and sound effects.
- Controls must be implemented in two distinct ways.
    - Point-and-click (similar to diablo 2), relies on a navmesh agent: You'll need to use off-mesh links for some things.
    - Direct user input control: Requires input from the keyboard or joystick; a navmesh agent is not required.

Start your game with a straightforward user interface that lets the player choose between point-and-click and direct input controls, or let them toggle between them by pressing the 'X' key. The miniature course you create for your player should look like this:
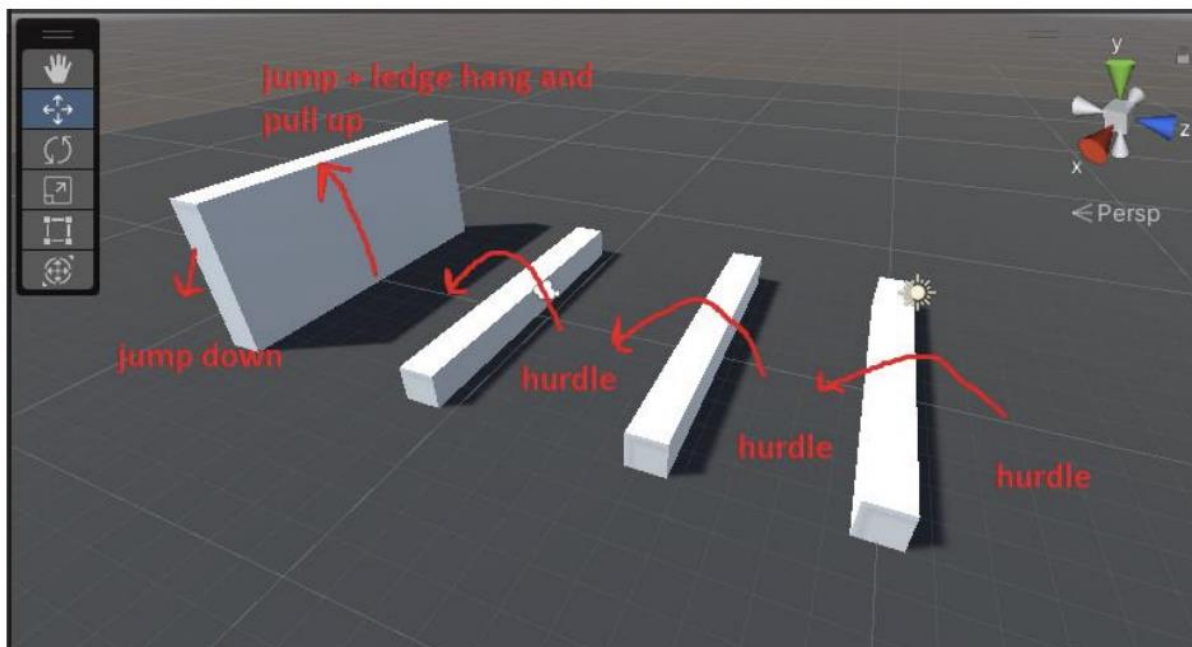
In this scenario, if the player chooses to control the character from the right side of the screen, the character will navigate three hurdles over the less difficult obstacle before jumping up to grab the ledge, pulling up to stand on the ledge, and finally jumping down to finish the course.