Don't Just Stand There

## Overview:

The game is looking great so far, but the player character is a bit… lifeless. Instead of the character simply sliding across the ground, we’re going to give it animations for running, jumping, and even death! We will also tweak the speed of these animations, timing them so they look perfect in the game environment.

## Project Outcome:

With the animations from the animator controller, the character will have 3 new animations that occur in 3 different game states. These states include running, jumping, and death, all of which transition smoothly and are timed to suit the game.

By the end of this lesson, you will be able to:

* Manage basic animation states in the Animator Controller
* Adjust the speed of animations to suit the character or the game
* Set a default animation and trigger others with anim.SetTrigger
* Set a permanent state for “Game Over” with anim.SetBool

[Unity Video Series](https://learn.unity.com/tutorial/lesson-3-3-don-t-just-stand-there?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf9639bedbc2a2b1fe1e848)

[Written Instructions](https://drive.google.com/file/d/1JLSVm0ikfG_TAtYt7A1zmtfrHLh6LncU/view?usp=sharing)