

# 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:**

- Project Name - "Q8\_LastNameFirstName"
- Various animations and transitions must match the blending and timing as portrayed in the instructions and in class.