Quest 4 - TileMap and Animators

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

This Quest Focuses On:
- TilePalettes and Tiles
- TileMap Renderer and TileMap Colliders
- Animator State Machines
- Animator Transitions and Conditions

Summary
This quest builds upon the Quest 3 platformer to introduce Advanced 2D techniques with Unity's TileMap Editor tools and Animator State Machines.

Core Loop Requirements
Inputs/Actions
- AD = Movement
- Spacebar = Jump/Double Jump
- Mouse Movement = Camera Aiming
- Mouse Click = Shoot Toward Mouse Position

Obstacles/Challenge
- Breakable Targets require aiming between Level Blocks
- Falling in a HOLE in the Level Design reloads scene

Goal
- Destroy the Targets

Additional Quest Details/Requirements:
- Project Name - "Q3_LastNameFirstName"
- New Scene Name - "Q4"
- Ensure you still meet all requirements from Quest 3 (Double-Jump, Targets, Shooting, etc.)
- New character sprites are supplied in the Files online
- You must have at least one TileMap layer that makes use of colliders
- You must transition between at least 3 animation states
- Your animator transitions must have proper delays, durations, and conditions
- You must have a velocity-dependent animation