Bush\_Sniper\_V1.0

16. Aug: 00:00-

* created new project
  + Changed Physics2D.gravity to (0,0) in Project Settings
  + Added Environment(Plane as a Ground, Cubes as Obstacles) to Scene
  + Added Player to Scene. Contains:
    - Graphics
      * PlayerModel
      * Gun
        + Barrel
        + Decoration1
        + Decoration2
      * Camera
  + Added two Dummy Sprites and a material for the Environment and player to the Assets
  + Added two new Scripts to Player-root-object:
    - PlayerController: handles all of the input and stuff like are we jumping? what way should we be looking?
    - PlayerMotor: has a set of funcitons to move the player, make him jump, fly shoot, etc. kind of like an ability-script
  + A new rule for my programming-style: Variables created withing methods(includes parameters) are prefixed with a underscore. f.e. : Object \_something