

READ ME BUILD NOTES

NEEDS TO STILL BE IMPLEMENTED

- **Monkey Level:**
 - Win condition unique model/texture
 - Jellyfish idle animation
 - Spider enemy functionality and attack/idle animation
 - Monkey Model as the player.
 - Monkey animations
 - Slight camera angle adjustments so the player can see where they land easier.
 - Unique Cheat mode
- **Cheetah Level:**
 - Skybox and surrounding environment
 - Cheetah animations implemented
 - Speed Boost power up model and animations.
 - Enemy
 - Unique Cheat mode
 - Disable Cheetah controller during Camera animation
- **Rhino Level:**
 - Rolly Polly enemy textures and animations
 - Rhino player model as the player
 - Rhino animations
- **General:**
 - Enemy Sound Effects.
 - Hub practice dummy
 - Textures for breakable and climbable walls unique textures
 - More enemies and behaviors
 - Game should theoretically work on controller, however it has not been tested
 - Options functionality on Main Menu.
- **Known Bugs:**
 - Balloon Dog Walking animation needs to be fixed. Currently lifting up