**Module 4: Assignment - Create a 2D Skeletal Animation**

The character was designed on an external tablet using Adobe Fresco. I chose to draw a robot character, as I plan to use this in my final project game, of which this would be the main character. The vibrant colors and casual clothing style reflect his personality, and his expression showcases his daring attitude and thirst for adventure.

The character was animated using bones in a skeletal structure as was instructed in the assignment. I drew the entire body first, then split it into pieces which I saved in segments. Each body part was exported into Godot as a separate image file where I reassembled the character and begun animating. His movements are very exaggerated and expressive to match his eccentric personality and too-cool-for-school attitude.

I was not able to apply weight painting as I realized too late that this requires Polygon2D nodes rather than Sprite2D nodes. By the time I learned this, I had already imported all of the images as Sprite2D nodes into Godot, and had even already finished animating them.