-Upon adding animation, now having issues getting the character to actually move left and right.

resolved the flipping issue by changing the true false of the spider. Setting in animation: loop time. fixed spider not walking.

-Character would flip if you hit the platform at an angle -> Solution Set Rigid Body Rotation to freeze: found on <https://answers.unity.com/questions/38542/prevent-rigidbody-from-rotating.html>

Camera supposed to follow player, fixed it by changing the script to pan over to the player. Does not stay in bounds, temp solution extend the level and place barriers to ensure player is on the level.

* Save system: not saving,
* Merging objects between scenes, locating manipulating
* Animation strings giving issues