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CMSI 3752

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Devlog #1: Artifacts of Sorellia

10/23/23:

Versions 1.0.0a to 1.0.02:

* Created Trello Page: [Link](https://trello.com/invite/b/3Brk22ws/ATTI9aba792fc1ef01d8a2de0ba75246d71269032F27/artifacts-of-sorellia)
* Created Project
* Worked on basic game functions.
  + Player Movement Script ([Free from Asset Store](https://assetstore.unity.com/packages/3d/characters/modular-first-person-controller-189884))
* Worked on specific game functionality.
  + Compass UI
    - Compass will point at the artifact location
  + Game Manager will automatically play cards every 30 seconds
  + Basic Game UI for tracking 4 basic stats (Warding, Stability, Ashes, and Loot)
  + Enemy Pathfinding Navmesh / Attack / Animations ([Iron Guard Asset](https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/iron-guard-200377))
  + Artifacts and Cards Scriptable Object Script