**Bug Log:** -Problem: intention; *possible fix* **(solution)**

01-19-14

-teleport animation does not work: want to click space ONCE, cause animation to run ONCE, then play a different animation when the teleport has happened **(changed transition to TRIGGER from BOOL)**

-moving diagonally causes idle animation to run **(used magnitude of movement vector in setFloat arg)**

-idle animation is too fast **(added “Exit Time” condition to AnyState -> Idle transition)**

-need to hold down Mouse1 to finish sword swing animation: want click to complete entire animation **(changed transition condition to Trigger instead of Bool)**

-bubble from TELEPORT animation stays when holding down move key after teleport; *need transition from teleport to running animation* **(changed transition from teleport to RunStart to “Exit Time”)**