Chris’s INB381 Sem 2 Progress Log

# Week 1:

* Fixed attacking/walking sound issues
* Reworked animation state machine to better, more clearly, track the player state
  + Using “SetAnimationState” function in Limb blueprint
  + Now using easily edited enum variable that is checked every tick

# Week 2 (20 hours worked):

* Properly checking for all planned animation states
  + Standing, Hopping, Crawling, Cartwheeling, AllFours
* Added a global function library with IsArm and IsLeg helper functions
* Added enum variable for limbs (LimbEnum)
* Almost fully set up all animation state machines on the limbs
* Imported new animations
* Attempted to get them to work (with minor success)