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 (6 hours worked as at 11pm 28/7):

* 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)