Rigging

* It does not work as Expected
* It took more time
* No not yet
* Yes we will, but not in the current form
* The mesh needs to be remade. We are currently experimenting with easy ways for this

Models

* Yes they do
* More
* Yes, but not enough models yet
* Yes we will
* We need more different models, and textures

Github

* Yes it works wonderfully
* About the same
* Yes we are very satisfied
* We are already using it
* Sometimes we update the gitignore file.

3D model of main character

They work as expected.   
We didn’t have much experience with blender, so we didn’t know how long something would take.   
I am satisfied, but they can always be improved. It is a balance between quantity and quality.