In week 4, some basic game functions and coding logic are finished in unity. However, there are still a number of functions need to be achieved. Since these functions are more complex, I need to spend a lot of time to sorting out the logic of coding.

- Map building
- Shoes and legs modeling
- rigging them
- animated them

video link <a href="https://youtu.be/3-6PTO7v\_VA">https://youtu.be/3-6PTO7v\_VA</a>





