**TPS Project Reports**

***10/27/2018, 21:23***

I just implemented the function that gets players and NPCs, although I still have to test it on the Player, but for now I can’t until I further develop the NPC AI to allow them to have a gun and shoot the player, it works fine on the NPCs, but I still have to implement an animation for when they die, for now they just destroy themselves when health is equal or less than 0.

I still have to implement a shooting animation/effect and a suitable animation for when the player holds an AK 47 and one for when he runs with it.

Anis.