**TPS Project Reports**

*9/07/2018, 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.

*11/7/2018, 00:14*

Changed the graphics, added color correction and other Post Processing effects, I also started designing the HUD, for now I’m going to implement the health bar, the radar and an armor bar in the game. I also changed the organization of the HUD (which only contained a crosshair ‘till now).

Anis.

*00:44*

Added the health bar and armor bar, also the empty radar. I also implemented the function that fills the bars based on health/armor, and the armor feature. Also tested the take damage function on the player via a bool that makes the player take damage if true and it works.

Anis.

12/7/2018:

Added armor collectibles, will add health ones once I have a model for it, added Ammo, Rep and Rank on the HUD . Also added death animation for both players and NPCs. Changed the NPC model to a humanoid model, so it won’t be confused with the player, also changed the camera angle while aiming so the player can actually see what he’s aiming at.

Anis.

14/7/2018:

Added the loading stats from save file feature, also added that when the player shoots some force is added to the target, it was previously done via script on the target, but it’s less efficient and slower.

Anis.