**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. I also implemented the money text

Anis.

*15/7/2018:*

Added a pause feature, no menu yet, only a “GAME IS PAUSED” text.

**REMINDER: To make a sound NOT pause when game is paused, give it the tag “pauseSource”.**

I need to implement a button that lets you save your stats (which will be later extended to other things to save) and tailor the Write functionality.

Anis.

*16/7/2018:*

Added a Save functionality, pause menu buttons “Resume”, “Quit” and “Save”, they also work. I need to extend the Save /Load function to Ammos, Guns (that needs a lot more work though since for now there isn’t a script that controls which gun the player has) etc.

Anis.

*18/7/2018:*

Cleaned some code and added NPC Aiming (need to give it a gun, and need to make it aim freely!)

*19/7/2018:*

Made the NPC Aim freely.

*Anis.*

*23/7/2018:*

Took some time off, Should have updated the reports on 19/7 (when I actually added ragdoll when hit by cars) but I forgot.

Added ragdoll when Hit by a car (only for the default avatar model as it’s in T-Pose and I need the other models to be in T-Pose, that will be done later). I also fixed some of the flares effects, updated the Car Prefab and made so that if an NPC or the player isn’t driving the car it doesn’t make any sound. Need to make the NPC get in the car though, for now it’s like the car is controlling itself.

I also finally changed the gun switching system to an ENUM system instead of the way less efficient bool system (which was, just for the record, temporary), and unified the Guns script (there were two scripts, one for Semi-Auto guns and one for Auto guns), so now to create a new gun you just have to attach it the gun script and set the bool so the game knows if it’s an auto gun or a semi auto.

Anis

*24/7/2018:*

Improved the guns scripts (added reload time and made so that you can’t shoot very fast with a pistol). Next stop: Adding rag doll for NPCs and Players (need to get them to T-Pose), switching from Ragdoll to Mecanim (need a get back up animation!)

Anis