**TPS Project Reports**

***10/07/2018, 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.

***12/7/2018, 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).