**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.