Anthony LaRosa

Milestone 5

To start with the good news, I’ve managed to address the comments from the last milestone. I’ve added a randomized footstep loop to make up for the relative quiet when walking around. I changed the Hoverbot alert to be more thematic. I’ve also updated most of the events to add more complexity and polish to expand on the initial work. The bad news, that’s most of the work I got done for this milestone. There is still a lot left I want to add including the UI work, wind effects, and the other weapons (primarily the launcher as the shotgun will be pretty simple). I kinda let the crunch catch up to me and I was struggling to find time to work on this project, but I’m hopeful that I can turn this around before the final submission.