4/30 4:41a :: decision to use hitscan vs projectile based bullet. The main reason I decided to use hitscan is because I wanted it to feel instant and it's possible for projectiles that are moving too fast to not register collisions. When I implemented the projectile bullet, the first shot once loading the game caused a small but noticible lag spike. The final reason to choose hitscan is because the lasers in the game are going to be coming at a fast pace which will require precision. Having a projectile that takes 0.1 seconds to reach the target is noticeable.

4/30 7:26a :: Godot does not support local functions. I found this out when trying to make a local function to connect to a tween. Did some research on the matter and came across a couple of links that explained that it isn't possible.

4/30 8:13a :: finished crosshair tweening and ui. It starts a random offset from the center and animates toward it. Speed, Position of center, and starting offset can be modified by changing the variables. It's also 3 pixels wide including the black outline.

4/30 9:46a :: added particles in front of the gun which activate when it is fired

4/30 4:57p :: added particles on point of impact where player shoots. It looks like sparks are coming out of the surface.

4/30 5:51p :: added second gun to shoot. Needed to restructure the code since it was designed for only a single gun.

4/30 8:33p :: player gets walkspeed reduced when shooting and bullets have been retextured

4/30 9:03p :: added gunshot sound which was downloaded from
https://freesound.org/people/reishugo/sounds/346906/

4/30 9:47p :: camera fov changes when shooting. It happens quickly, but it gives the player the feeling of impact of the bullet.

4/30 12:49p :: created shader for laser. It just uses a sin and cos wave to move the vertices. The glow effect is an option from the environment which can be turned on.

5/1 2:20a :: can now zoom in when left clicking. Also slows down player even when in air. If done in the air, it will have a timer which will return the player to normal speed after a second.

5/1 2:46a :: ability to crouch by pressing control. Instead of moving the collision, I just enable the appropriate collisions depending if they are standing up or crouching.

5/2 5:05a :: gave outline shader to revolver. Not really noticeable unless you really look.

5/2 5:20a :: made the room in blender and recolored it in godot. Added cylinder meshes with the laser shader around the wall, but they move at a very slow rate compared to the ones that will be attacking the player. Also made a spawn point for the player.

5/2 5:25a :: decision on how I will be managing the lasers attacking the player. It was either to create an animation for the entire game which would allow for more unique scenarios or to create spawn points for the laser which would allow for more replayability. decided to go with the second one since I see myself replaying my game from time to time. As a result, the game will be unbeatable and will be more of a endless survival type of mode to see how long you can last.

5/3 11:51p :: was going to add a health bar for the lasers, but figured it will take too much time. The code is there, but wasn't fully implemented.

5/3 2:31a :: two spawn points for lasers which choose a random animation at start

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