**Weekly Report**

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| Basel Allam | * Wrote a beat manager to manage the beats sync with the game * Wrote a pulse effect that interacts with the manager so that objects, enemies and the player react to the beat * Made a placeholder character sprite * Wrote a basic movement script * Wrote a script so that the camera follows the player (with a damping option) * Decided to get rid of the rhythm meter in favour of a following gadget that acts as the main beat indicator * Wrote a script for that to follow the player |
| Christopher Churchill | * Researched how to add stamina/health bars to unity developed game. * Looked at other examples of rhythm-based games to see how they implemented their stamina/health bars. * Brainstormed how we can implement it to our project and potential designs. |
| Tongol  Banguot | - Researched how to implement game animation, animator control and testing.  - Imported asserts from unity asserts store to work on rigging.  - Animated objects using Animator Controller.  - Tested animated objects to ensure they function and feel right. |