This week our group did not accomplish too much as we are still getting used to the transfer to online:  
  
Andy- I am close to finishing the movement. I know what I have to do math wise but am working out on getting the face the model is intersecting at that time to get the cross product. My internet has been really messed up the last week and a half where it is constantly down so I havent been able to research how to exactly get that nor read the docs online.

Carson- I have been researching Yuka and figuring out how to implement it in the codebase with the help of Caleb and Andy.

Hampus- I did some more animations including having a working death animation that activates and displays a death screen when the health bar reaches 0.

Haley - I have been making textures as our current one is a little bit blurry on our terrain so we need to up the texture size a bit so it is not like that.

Caleb - I have been working on rotation and helping Carson with AI research and our codebase.