# Individual Assignment 1 - Lab Work

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**My Role:**
In the GDW course my primary role is programmer and I am also an artist for my team. I expect to contribute as much as I can to my group's GDW assignment. My main focus in our game is adding smooth and enjoyable movement since our game is parkour based and includes unique features like gliding and wallrunning. I am also working on implementing a mission system so the players have goals and objectives to complete. On the art side of the contributions, I will be working on modeling environmental assets like buildings and other structures. I also worked on the player model and the players weapons.

**Week 1:**
In week one the primary focus was implementing unitys new input system. After downloading the addon we created the input action asset where we declared all of the basic inputs like shoot, move and look. We also downloaded some 3D models to bring our scene to life with some trees, rocks and other environmental assets. Finally we imported the character model and set up an animator with transitions between walking and idle.

**Week 2:**
In week two our primary focus was using our input system to start adding some playability to our game. We started by adding player movement and jumping using the PlayerController script. Next we focused on adding a bullet prefab to fire when the player shoots. Along with a projectile position at the end of the gun for the bullet to spawn from. Next we added coins that are collectable and a score system that increases when a coin is collected. Finally we added an editor camera that the player could switch to and it would pause the game while the player is using the editor mode.

**Links:**
https://youtu.be/Pqd0rqq1l1c
https://github.com/ColinCharleson/GameEngineLab