## Log 001: (11:30am - 15/02/2020)

Session Time: 5 hours

**Goals:**

* NPC “Runner” implemented with a Behaviour tree.
* Runner runs towards the player.
* Doors open.

**Details:**

* Added “AnimStarterPack” to the project to have premade animations.
* Implemented an AI controller “NPC\_AI” and a behaviour tree, at the moment the “runner” just finds a random location then navigates towards it.
* Implemented an Animation blueprint that switches from idle to moving depending on the speed.
* Copied and edited the “idle pistol” animation to lower the hands.
* Copied and edited the “sprint\_rifle” animation to lower the hands.
* Ai perception for sight added to the runner.
* Runner now runs towards the player once he is seen.
* Runners now play the attack animation, when the hitbox is overlapped
* Implemented a door which swings open when the player presses e.

## Log 002: (10:50am – 16/02/2020)

Session Time: 2 hours

**Goals:**

* Polish the Runner
* Open the runner up for merging

**Details:**

* Created the sword in blender.
* Imported it into Unreal Engine 4, with a 0.05 scale. (tried at 1, but was too big)
* Created slots on the mannequin for the weapons.
* Attached weapons to those slots.
* [Bug: 001]: the runners can jump off each other? Probably due to clumping together.

## Log 003: (8:30am – 20/02/2020)

Session Time: 2h

**Goals:**

* Get the player moving
* Player is made up of multiple parts

**Details:**

* Created core sprite
* Created track sprite
* Created a new player class and each base parent class for each type of part
* Created two sockets “North” and “South” on the core sprite for testing with attaching other paper actors onto the sprite.
* Player is now made up of the core and a track, at run time.
* Player now glitches through the floor because of gravity?