# Kill-a-Round

## 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.

# Living Weapon

## Log 003: (8:30am – 20/02/2020)

Session Time: 2 hours

**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.
* [Bug: 001] Player now glitches through the floor because of gravity?

## Log 004: (5:54pm – 23/02/20)

Session Time: 2 hours

Goals:

* Fix Collision and motion.

Details:

* Majority of Bug 001 was due to Ue4 still accepting a 3rd dimension. The player sprite was just behind the platform and therefore never collided.
* Bug 001 Cleared, with “tank parts” not colliding with other parts.
* Bug 001 not cleared.

## Log 005: (2:00pm – 25/02/20)

Session Time: 4 hours

**Goals:**

* Fix Collision and motion.

**Details:**

* After spending four hours bashing my brain over google and unreal figuring out the issue with bug 001. I found a single reddit post that referenced my issue: <https://www.reddit.com/r/unrealengine/comments/5dsv4v/replacing_capsule_collision_with_mesh_collision/>
* To fix bug 001, I need to make a player class by scratch.

## Log 006: (8:00am – 26/02/20)

Session Time: 3 hours

**Goals:**

* Allow parts to be added on via a call in the parent class.
* Sprite can handle multiple additions

**Details:**

* Added William’s sprites to my branch to allow easier merging.
* Added the “West”, “East” and “Center” sockets to the core sprite.
* In the Parts parent class I added the “Add Existing Part” function that takes an existing part and adds it to a non-socketed, socket.
* In the parts parent class I added the “Add New Part” function that creates the part before calling the “Add Existing part”. Note: the new part is made at <0, 0, 0> and if “add existing fails” it destroys the new part.
* Started working on making a display (mainly for debugging purposes), for dynamically creating a tank at run time. Although the code could be used in future use for editing the players tank.

## Log 007: 1:30pm (26/02/20)

Session Time: 3 hours

**Goals:**

* Add a debug window to add and remove parts

**Details:**

* Implemented a breath-first search to get an array of all parts to be rendered.
* Created a child widget to be created at run time for each part.
* Issue: When trying to allow the player to add parts, I need to link up all parts appropriately. Currently the design is like a tree, where the root node is the core part. Each node has 4 branches {North, South, East, West}, however the clients expressed a that it would check if a part is still attached. I need to be able to make a cycle, removing the tree like structure.
* Minor Issue: infinite loop within the Breath-first search, fixed with restructuring the function. [Fixed]

## Log 008: 8:15pm (27/02/20)

Session Time: 3 hours

**Goals:**

* Add a debug window to add and remove parts

**Details:**

* Added a function “LinkToMap” that gives a part a position in the map then links all the parts around that position to make a net-like data structure.
* Allowed Display of mouse when debug is pressed.
* Game now adds parts, but display doesn’t refresh, for another session
* Small bug with display not allowing additions above or left.

## Log 009: 2:30pm (28/02/20)

Session Time: 3 hours

**Goals:**

* Finish the debug window with refreshing.

**Details:**

* Cleaned the small bug once I had a rested brain.
* Set visibility of menu to hidden after the button is pressed.
* Refreshed the tank display after a part is added.
* [Bug 002]: due to socketing, the rotation for each part moves the intended socket.

## Log 010: 10:30am (29/02/20)

Session Time: 3 hours

**Goals:**

* Fix bug 002
* Player movement

**Details:**

* Fixed Bug 002, due to each socket rotation moves the intended socket, I saved the socket information of each part. To add additional logic based upon the saved socket. For example, if the saved socket was south, therefore there is no logic to where the intended socket is. However, if it was east the intended socket would rotate 90\*.

## Log 011: 6:30pm (01/03/20)

Session Time: 2 hours

**Goals:**

* Player movement

**Details:**

* Imported the improved tracks from William.
* [Bug 003]

## Log 012: 1:30pm (02/03/20)

Session Time: 3 hours

**Goals:**

* Player movement
* Merge with William

**Details:**

* Merged William’s files to my own.
* Reworked his code with him to optimise the project.
* [Bug 003]: Adding a gun to the top of a hull which is facing the east doesn’t add correctly.

## Log 012: 9:30am (03/03/20)

Session Time: 2 hours

**Goals:**

* Player movement

**Details:**

* [Bug 004]: Turns out the main reason for my movement issues was because the main sprite wasn’t the same as the core being displayed. The core should be referenced instead of sprite.
* Move the core instead of the treads.