Thomas Log

**Kill-a-Round**

15/02/2020

I have been asigned with creating weponry and shooting mechanics, I have decided to create a revolver as it is simple and I can use my previous blender experince to create one. I have relearnt blender to the degree i needed, and the revolver model is underway.

16/02/2020

I have completed the revolver model and implemented it into unreal engine, next I will work on adding hit scan shooting along with animations for the shooting. Animations have been added and hitscan is working, with inculded debug lines.

**Living Weapon**

20/2/2020

I Have been toying with and Inventory system, after doing research I have worked on creating a basic inventory. Currently I am able to add iteams with editable variables and select sepeart iteams, the inventoy has an open toggle and a close toggle, my next goal is to create a way to put in game objects into the inventory, drag them back out, and fiddle around with them inside the inventory.

24/2/2020

I Have been working more on the inventoy I am currently able to close and open the inventory as well as select Iteams inside the inventoy, however I have run accross an issue where the entier inventory reprints itself after selecting an Iteam, I hope to fix this bug as well as make it more obvious which iteam is currently selected.

28/2/2020

while still dealing with the bug of the inventory reprinting itself I have succesfuly added a color change to selected iteams once they are selected, as well as having no iteams selected apon opeing the invetory, I have managed to stop the inventory reprinting itself but not without deleting iteams from the inventory, I inted to fix this asap and hope to add dropping iteams soon

1/3/2020

I have worked a little bit and managed to fix the inventory reprinting the entier list apon selection of an iteam, I will do more in furture

5/3/2020

I have been working on adding dropping functions for the player but am struggling to get it working, Ive added bps for dropped iteams and have the abilty to remove iteams and add them from the press of buttons, It should just be a case of changing it from pressing of buttons to collison of actors.

9/3/2020

I have succesfuly finshed what I bevlive to be an approtied protoype for the inventory, iteams can be dropped and picked up, the invetory can be closed and opened and iteams can have preset variables, in future I will merge files with my group and work on adding the invetory system in with the tank building

15/5/2020

After having to take a huge break due to other projects I have returned to find out that our project will be changing, now the inventory is entierly usesless. I will be using what I learnt from inventory creation to make the majourty of the games UI. I have made starting work on a main menu prototype.

18/5/2020

I have created a main menu prototype, with working buttons and the ability to transport levels, my next goal is to create one similar to the concept art created by my team mate.

20/5/2020

I have created the full menu, all that's left is proper button allocation, I have even added visual and audable indicators for buttons, I had some trouble with creating the changing visual indicators, but I was able to solve it by googling my problems and finding out I needed to make a brush in order to change the image on a UI.

22/05/2020

my group has merged our projects and moved on to the next stage of tasks, my menus buttons have been properly linked up with stages and other menus, and my next task will be to creates a settings, options, pause and player UI.