***First-person shooter – Things that need working on***

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**AI**

* Fix the problem where the AI’s bullets sometimes fly off in directions that are completely incongruous with the aim direction
* Remove deprecated LineOfSight bool (the one that asks for Transforms as parameters but which a lot of functions still depend on)
* Fix the EngageTarget pathfinding issues that make it almost constantly select new paths, and occasionally get stuck in place trying to reach an impossible path.
* Look into the code using NavMesh.SamplePosition and CalculatePath, since these are more complex to use and may be causing bugs. Remember to look at the status enum variable for CalculatePath, and account for it!
* Make the distance requirements more relaxed
* Have a cooldown between finding a new position. Make it so this cooldown is overridden if line of sight is broken, since the enemy will not be able to attack the player at all, so there’s no sense in an enemy waiting before finding a new position to attack from.
* Tweak dodging code so the enemies can actually be easily hit. The enemies are currently way too mobile and twitchy, which would be useful for some kind of small weak enemy that jumps around and requires area-of-effect or spreading weaponry, but are very annoying to fight with any other weapons.
* Add a reaction time function so enemies do not immediately dodge
* Add a stagger function to enemies, so they can be stunned for extra hits

**Weapons**

* Finish setting up proper 3D cosmetics for weapons
* Fix problem where the player’s camera sensitivity drops to zero while using the rifle scoped and in full-auto mode
* Fix the ammunition inventory so it updates properly when I want to add or remove different ammunition types. I might have to remake this from scratch.

**Other**

* Look into updating EventHandler system to avoid needing the corresponding EventObserver class.
* Continue using delegates but have them directly be in the EventHandler class.
* Use interfaces (possibly less viable)