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

By Marcus Mouyat

AI

* Reduce enemy aiming speed
* Experiment with altering aiming code to use a dedicated Vector3 for direction, rather than getting the rotation value of the AI’s head which can swing drastically around if they change direction while moving.
* 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.
* 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.
* I noticed that with the enemy AI pathfinding, there was one point where the enemy did not have line of sight, but did not attempt to find me. I’m not sure what I just did, but I’ll need to check it tomorrow.

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.