Brandon Endsley

My tasks include mostly terrain generation along with a few items in the AI later. I wrote the code that generated the procedural terrain in our original 2D environment last semester and helped convert that code into the 3D environment.

In the first status update, I planned on creating code that automatically detects and corrects if the starting area generates in a small subsection of the map in order to ensure the game would be playable. I also was supposed to create code to distribute resources onto the map and investigate cave generation. I accomplished the first goal with the help of James after a lot of time which took up all of my work for this sprint. We also decided during this that caves would take too long and weren't needed so we decided to cut them from the project.

The second status update also added the task of generating a camp prefab into a procedurally selected area of the map. Which I was also able to complete along with the resource spawning I had from the previous sprint.

The third sprint wasn't very long but I had the task of integrating the art provided by James into the resource generation and camp objects into the existing code whenever they were provided and also work on the behavior scripts for the AI. I looked at the initial behavior script provided by Andey and was able to make a basic sleeping behavior in the time I had. I also worked with Carlton to spawn the AI at the opposite side of the map from the players.

In the last sprint I had to finish the behavior scripts and continue implementing objects provided by James along with adding in a berry bush resource for the AI to use for food. James provided all of the objects which I helped replace the existing placeholders with and added the berry bush. I finished the remaining behavior scripts along with improving the initial one Andey provided. I also took up the task to generate collectable resources inside the visual resource objects which required small changes to the generation code.