Entry Task:

Date: \_\_\_\_5/13/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

You can use A\* pathfinding to get enemies to avoid obstacles and find a viable path to the target.

Date: \_\_\_\_5/14/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

Possible didn’t anchor the text box to the correct spot in the canvas.

Date: \_\_\_\_5/15/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Cry then try to get a hold of the artist and see if they can get it finished at home if not one of the other teammates will have to come up with a replacement or you can use an older animation like changing a normal attack into a heavy but slowing down the animation and changing a few important things.

Date: \_\_\_\_5/16/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

One thing I would have tried to be better at for last project is being mire mindful of scope creep so there wouldn’t have been a bunch of things for the coders to get done towards the end of the project.

Date: \_\_\_\_5/17/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

I keep coming back to Valorant, the reason is most of my friends play it and how the game mechanics are similar to cs:go but with special abilities that are unique to each character making for some fun moments or rage inducing rounds but either way I get to laugh at my friends so it’s a win.