DMC writeup

Overall, I think that the DMC project went very well. I achieved the work asked by the client with only one major hitch of not being able to use the original game engine as it kept crashing on my computer.

What I achieved week by week:

* Week 1
  + Movement
* Week 2
  + Pounce
  + Wall cling
  + Stamina
* Week 3
  + Primary and secondary weapons
* Week 4
  + Pipe bomb
  + Molotov
* Week 5 and 6
  + Gun scripts
* Week 7
  + Sonic alarm
* Week 8
  + Radar
  + Flashlight
  + Laser sight
  + Night vision
* Week 9
  + Ammo boxes
* Week 10
  + Showed the client

Above is what I achieved each week. As you can see from the brief this was a 10-week project and I achieved what the client had originally asked for in the first three weeks.

This led to talks with the client of what else I could add to the project. We decided on adding more of the original features to this Unity demo.

These extra features took up the rest of the remaining weeks of the project.

Link to the repository containing all the files I produced over the 10-week project:

<https://github.com/E-Ward/TheHiddenUnity>