

Report Week 41/42

Team

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Project idea

Creating a zombie FPS game.

Previous week status

Managed to create zombie ai better with animations and mesh. Can attack player.
Implemented damage handler and health.

Current status

Outcome

- Animations and states for when animations should play, both for zomie ai and player hands / weapon
- First alpha game build, working.
- Added interactables



Problems encountered

Not anything we have not been able to figure out

Next steps

Add other necessary things we planned in our schedule.