# Report Week 41/42

#### **Team**

Elias, Tor

## Project idea

Creating a zombie FPS game.

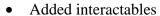
### **Previous week status**

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.





#### Problems encountered

Not anything we have not been able to figure out

## Next steps

Add other necessary things we planned in our schedule.