Report Week 43/44

Team

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Project idea

Creating a zombie FPS game.

Previous week status

Added interactables, hud, ammo boxes

Current status

We have implemented missions, like killing zombies, interact with 'hostage', bug fixes, new zombie ai, can now attack with animation trigger.

Outcome

- New zombie ai with animation triggers and root motion

- Added missions

- Added pause menu with settings

Problems encountered

Nothing big as of for now

Next steps

Implement a menu screen to create/load maps and stuff.