

Report Week 39/40

Team

Elias

Tor

Project idea

Creating a zombie FPS game.

Previous week status

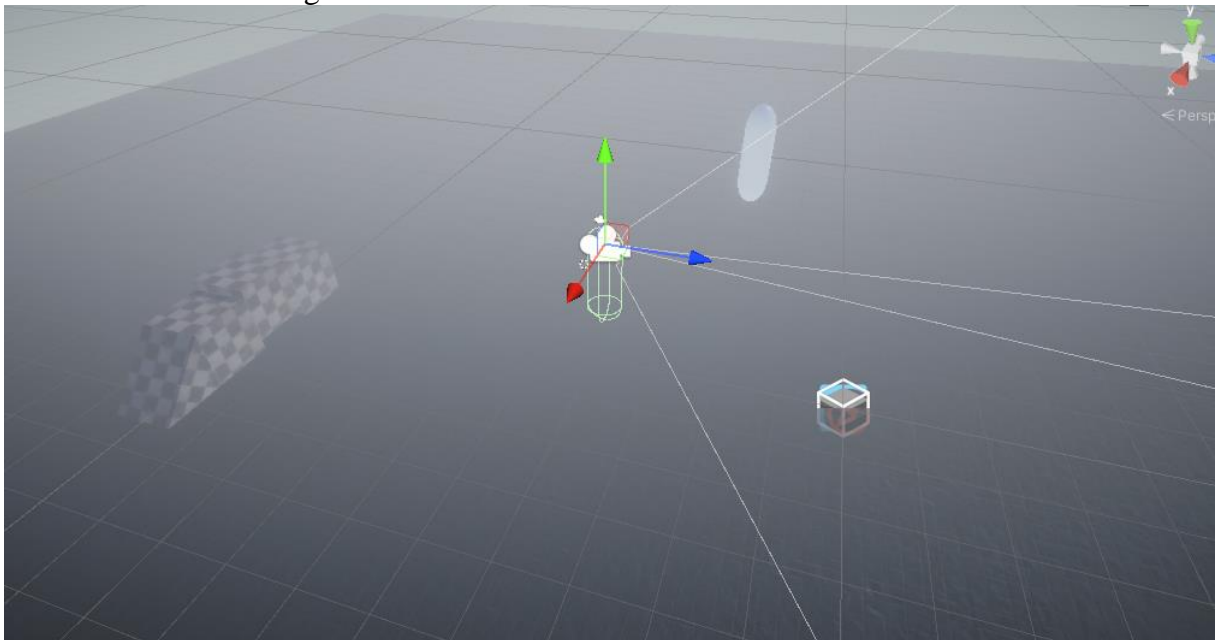
Simple player sketch, brainstorm of what we need to do to create a map/ implement FPS, movement, materials, ai.

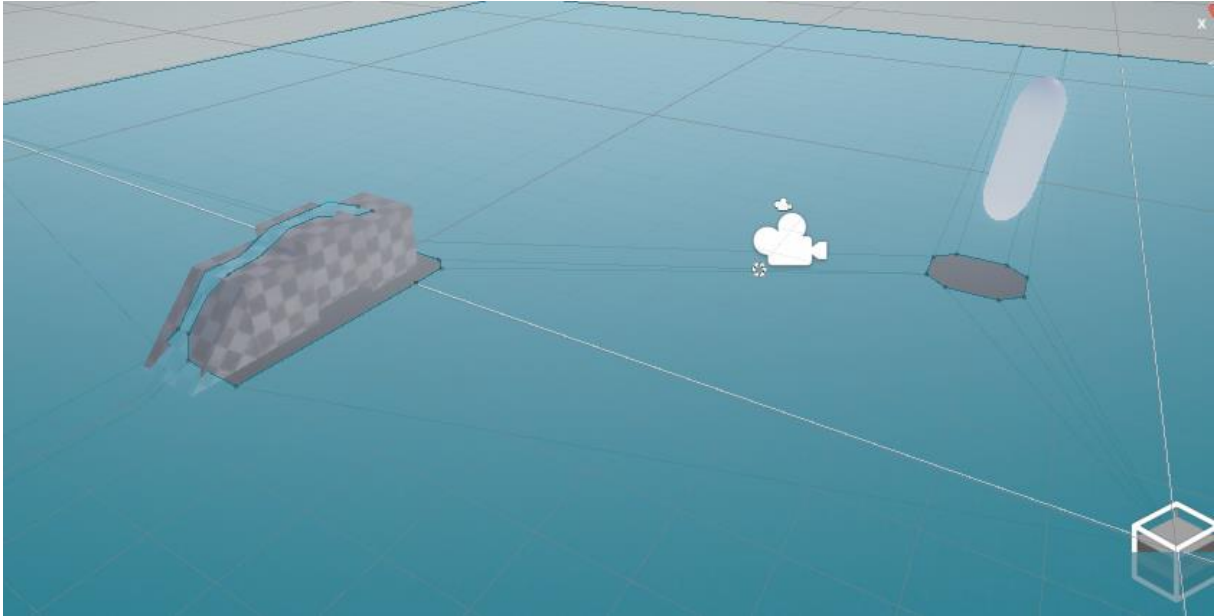
Current status

Created entity sketches / thought of possibilities. Thought of map type. We created the project in unity, made a simple FPS controller, movement and camera controller. Created a simple scene, implemented a simple Enemy AI with pathfinding skills. We can now bake the NavMesh for the scene

Outcome

- Finished FPS controller, simple map, simple enemy ai with pathfinding skills. NavMesh baking.





Problems encountered

No problems so far.

Next steps

Shooting, damage handler for Entities. Health and ammo consumption, with spawn/respawn possibilities.