Comp130

Worksheet D

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1 Sprint 0

- Spent some time looking at Unreal Engine and how to use blueprints

2 Sprint 1

- Began working on Health UI, worked with Tiffany, Triss and James at points.

3 Sprint 2

- Finished working on Health UI

- Began work on adding the Main Menu with Tiffany also worked on the options menu

- Implemented the first version of the stamina system

4 Sprint 3

- worked on the games HUD for all the players

- Looked into the particle trail for weapon swings,with Rich, James, Jon.

- Re-added the textures for Highscore board at the end of each level.