

Richard Steele – Comp130 – Worksheet D

Sprint 0

- Coloured map drawing reader in Python, and unreal blueprint to build maps. Now unused.
- Quoted CSV parser in Python for Unreals data structure. Still used.
- Started turret blueprint. Aim at closest player, lerp rotation so no snapping etc.

Sprint 1

- Percentage roulette blueprint for percentage driven enemy decisions (not used) and weapon pickups (used).
- Camera movement with lerp, look at point, average player position, smoothing, slow motion, and zoom in event.
- Turret behaviour blueprint with animating and projectiles.

Sprint 2

- Destructible meshes. Everywhere I can.
- Turrets are killable, animate out, destructible tops, rebuilt projectiles to detect walls.
- Dash/Jump.
- End of level finishing line, scoreboard.
- Mini map (now unused).
- Drone camera follows the high scorer, projects image onto material render (not used? Why? This was awesome!).
- Raising floor sections for large enemies (not used).
- Debugging, lots of.

Sprint 3

- Big rewrite of player movement, look at direction spin lerp, interpolate movement speed, also allows for joystick dead zones and drift.
- Refactor necessary functions and variables into parent player and weapon classes.
- Added events to attack animations and changed hitboxes so dealing damage is no longer from a massive box overlap.
- Attack animation can be slowed on other mesh overlap.
- Enemy death feedback. Overriding parent death event, destructibles, and particles.
- Health pick up, falling floor sections, camera zooms out to keep all players on screen, destructible corridor for trailer.

Sprint 4

- Rewritten enemy chase a.i. and turrets find closest player functions, taking advantage of parent classes, so now they don't glitch when player dies.
- Falling floors rise back and delay to help remove respawn bug.
- Allow resawner to respawn. Quis respawriet ipsos respawnes?
- Redo spawn in behaviour, lock controls, invulnerable, controller shake, delay to separate separate players.
- Player identifying widgets appear over players when map pans out. Aspect ratios ruin?
- Continued refactoring, and debugging. Turrets, projectiles, health replenishment now bell curve, stamina has replenishment, shoving and dashing stamina cost and cool down.

Sprint 5

- Programming polishing - check through blueprints for old, unused variables, functions, uncommented code, and mend appropriately.
- Aid designers in how/where to tweak existing variables; damage, speed etc.