

Sprint 0

- Worked on the Ray-cast functionality with Hannah
- Title screen and pause menu with John
- Sprint and crouch with John

Sprint 1

- Exploding toaster - with ray cast and particle effects
- AI distraction with Lucy – Making the AI prioritise heading towards objects that had been tampered with and then fixing them
- Added TV and Shower to objects that can be broken and used as distraction with Hannah

Sprint 2

- Skybox change – making it so on button press the skybox would change
- Cube mapping for the skybox
- Deleted excess files from SVN server

Sprint 3

- Fixing AI navigation with Hannah so AI can go through doors
- Fixing shower
- Currently working on redoing code to make it more reusable