

Worksheet D

Sprint 0

- . Helped my team mates set up the trello board and thought of ideas of things we needed in our game
- . Started watching Unreal tutorials so I was more familiar with the engine

Sprint 1

- . Pair programming with James
- . Created a basic AI that would follow you and take off health on tick
- . Implemented die on 0 health but it had a bug so it needed tweaking in later week

Sprint 2

Go the AI to go on a movement path even though none were currently needed for the time being but it's good knowing how to do it

- . Helped the rest of the team import all of what they had into one file so we could show off what we had
- . Helped James with raycasting so player can kill enemies

Sprint 3

- . Made a health bar for the character
- . Created a basic main menu with the option to start a new game or quit
- . Tried to get animations working

Sprint 4

- . Looked at blend space and created an animation for walk to idle
- . Got sword animations working on click but they're out of time as current damage system is raycasting
- . Helped other team members with work
- . Tried to implement hitbox on sword but it was buggy

Sprint 5

What I plan to do :

- . Help add sounds to the game
- . Help the writer add triggers for text box into the game
- . Try and fix any bugs
- . Play around with movement to get a nice feel to the game