Worksheet D

COMP130 - Sprint Tasks

1506919

March 20, 2017

Sprint 0: Christmas break

- Researched Unreal Engine 4

Sprint 1: 25th Jan - 8th Feb

- Researched Unreal Engine 4 blueprints

- Researched C++ coding

Sprint 2: 8th - 22nd Feb

- Created NPC roaming around environment

- NPC chases player using OnSeePawn

- Slowed NPC roaming walking speed and set chase speed

Sprint 3: 22nd Feb - 8th March

- NPC hears player

- Player makes noise, volume depending on movement speed

- Player health

Sprint 4: 8th - 22nd March

- Player health drains on continued collision with enemy

- Respawns player to starting position after actor destroyed

- Blood effect widget works after respawn

Sprint 5: 22nd March - 5th April

Sprint 6: 5th - 19th April