Worksheet D - Game Contributions

Sprint 0

- Started using and learning Unreal Engine 4

Sprint 1

- Rough inventory system

Sprint 2

- Set up our SVN server

- Created lava blueprint for the game environment

Sprint 3

- Added ragdoll on death (enemies)

- Falling destructible rocks from skybox, instakill upon collision (with help from another BSc group member, Max)

Sprint 4

- Another environmental asset, rocks with glowing cracks

- Made our game trailer with help from the 'sequencer', the engine's built-in feature for cinematics

Sprint 5

- General polish of our game

- Will try to make some blueprints easier to read, such as adding comments, etc.