

Sprint 0

- I created a testing environment, in which we could test any mechanics we made. This was more of an arena than a level as it was not intended to make it to the final game.
- I created the functionality for the players within the game. This wouldn't be the final revision of it and many things, like different weapon types were not included, but the player could attack and kill enemies and could move too. The camera was in the general position that would stay throughout the game.
- I also created a basic enemy class, in which the enemy would track the player and would chase the nearest enemy and attack them when they got close enough.

Sprint 1

- I imported most of the rough player animations during this sprint and created the blend spaces for the movement and the animation blueprints for storing the different states, for example the movement and the attacking state.
- I worked out a method that would allow the designers to make levels quickly and accurately. This involved creating re-usable room blueprints that could be placed and connected with corridor room blueprints.
- I created the second enemy blueprint, the Grunt. This behaved, in many ways, like the slime enemy. However, they have different values, like health and attack strength. They also have a different hit box and trigger for attacking.

Sprint 2

- I imported the grunt animations. This meant making the blend space for the movement and the animation blueprints for the different states. These included the movement, the different attack types and the death animation states.
- An important task completed this semester is making the 4 different players mechanically the same. This problem had been caused by different tests and experiments throughout development that had left all the different players slightly different in how they worked. This would need to be resolved for development to go any further.

Sprint 3

- I created a 'KillZ' function that would allow the designers to place a KillZ collider underneath or around the map that would kill the player when they fall below the map. We found we couldn't use Unreal's default KillZ Volume as it would kill the player in a way that would not allow them to respawn.
- I also worked out why we were having problems building and packaging the game into a playable format. It turns out Unreal doesn't like building from an external hard drive and that was why we couldn't. This was easily fixed by another member of the team building it out instead.
- I also helped Jon to record some footage of the game for the trailer.

Sprint 4

- During sprint 4 I imported the final models for 3 of the players. This included socketing the shoulder pads and the helmet to the skeletal mesh so they would conform with the animations. I worked with Lou, who created the models to make sure these look as he envisaged and had conceptualized for.

- I spent a large portion of this sprint debugging the blueprints and making sure all the mechanics that are currently in the game work successfully. I could do this as we began to get other members of the academy in to test our game. I could work directly off the feedback we had been given. I worked with all the other programmers on these tasks.