

Comp130 Worksheet D

Sprint 1

- Created github pages site and edited template ready for content.
- Implemented basic AI on FPS template.
- Disabled shooting on the FPS template and added a simplified version ready for melee combat to be added later on.
- Added key pickup and abstract chest/door unlocking system.

Sprint 2

- Re-implemented AI on new map.
- Test import of models.

Sprint 3

- Imported all of the first monster animations and implemented 1 attack animation, 1 damage taken animation, idle and running.
- Imported all of the second monster (raptor) animations and implemented 1 attack animation, 1 damage taken animation, idle and running.
- Commented uncommented sections of the first person blueprint.
- Attempted import on player weapon animations which failed.
- Try to import Fmod plugin, but it kept breaking the project.

Sprint 4

- Successful import of player weapon animations.
- Implemented weapon animations to cycle through the attacks.
- Added switching between the weapons.
- Got a proper install of UE4.12.5 on one of the studio machines and added the FMOD plugin.

Sprint 5

This sprint is not yet finished, but I plan on cleaning up the animations so that they run off triggers as opposed to delays so that it is not interrupted by moving and there is no pause at the end. I also plan on doing general blueprint re-factoring, cleanup, and commenting.