**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