Status Report 1

* After the initial class period (September 21st 2017) we determined our team. I brought forth the idea of making it a standard dungeon crawler and through the discussion we decided who would take lead on different aspects of the game. I designated Jackson as lead and everyone approved.
* I volunteered to take lead of character development. I told everyone my goal that I am heading for. I told them the character will be fully capable. That the character will have the ability of any standard character such as run and walk in any direction. She will be able to fight in hand to hand combat, shoot a gun, and wield a weapon. She will also be able to jump and respawn as necessary.
* In response to our discussion, I downloaded GitHub in order to fulfil my part on the team. I also completed the tutorial of [https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial](https://l.facebook.com/l.php?u=https%3A%2F%2Funity3d.com%2Flearn%2Ftutorials%2Fprojects%2Froll-ball-tutorial&h=ATNTqB1x-7XiXs4YUA12Q1Vvw61GE0rzLX9ci_4HaX0FnNN7FlE0WMps4aspUsK4Ihy0xawEUoqgN5GtRU9gofWWAoUeiWC_XHrobcBrsQE-fMD7yQ4SU-ljjcgc4eUyusstIdVvR86a9OUZdJU) where it taught me the basics of physics and development. From there I also did the [https://unity3d.com/learn/tutorials/projects/space-shooter-tutorial](https://l.facebook.com/l.php?u=https%3A%2F%2Funity3d.com%2Flearn%2Ftutorials%2Fprojects%2Fspace-shooter-tutorial&h=ATNTqB1x-7XiXs4YUA12Q1Vvw61GE0rzLX9ci_4HaX0FnNN7FlE0WMps4aspUsK4Ihy0xawEUoqgN5GtRU9gofWWAoUeiWC_XHrobcBrsQE-fMD7yQ4SU-ljjcgc4eUyusstIdVvR86a9OUZdJU) in this one it taught o creating any sort of hazard that we can throw into the scene
* We decided that we would meet every Tuesday and Thursday between 4-6 and after class if necessary.
* On September 28th 2017, we met up again and discussed the technical application of what we have been doing. I reported that I went through the basic tutorials of Unity and that I have I am ready to create a character. Jackson told me about Unity Chan, so I ran with a premade character.
* On October 3rd 2017, we all got together. I told them that I have a functioning Unity Chan at that time. I updated them with the information below:
  + Unity Chan Model 1:
    - Difficulties
      * She was unable to move quickly or sharply. Camera did not shift in desired ways
    - Successes:
      * She moved. She was able to walk and lean to the right and left, Moved backwards. Animations where effective and useful
  + In order to make this work, I had to do additional research and practice different design techniques. I had to watch the video Unity 5 Tutorial – Animation control <https://www.youtube.com/watch?v=wdOk5QXYC6Y> . This help me develop a better understanding of how to interact with the different animations. Showed me basic control manipulation, ability to jump, physics manipulation and adding basic animations to the character.
  + Through this I wrote the controller script and animation script. The scripts allow me to move her around, jump and react to different elements in the games.
* On October 5th 2017, we met up again I gave my report on everything I had done. I told them that I had improved unity Chan with the information below:
  + Unity Chan Model 2:
    - Difficulties:
      * Once I improved the controlling features I ran into problems with the camera
      * The characters animation motions where slightly off from the initial build of the character
      * Jumping and fighting animations where incorrect
    - Successes:
      * Character moved significantly better
      * Was able to fix the camera
  + In order to get this to work I had to watch Unity 5 Tutorial - Third Person Character <https://www.youtube.com/watch?v=7NktwerZFro>. This was a bit more advance on the controlling aspect of the character. It helped me learn to code and change the velocity and turning ratios of the character and showed me different ways to make the animations more in-depth with the character. I was able to update and correct some of the code and cross the user controller to make it work.
* On October 10th 2017, we did not meet up, however, at that time I had updated Unity Chan even more, see below:
  + Unity Chan Model 3:
    - Difficulties:
      * Could not get the Unity Chan to perform fighting movements, the movements would cause her to shift down into the floor
      * Eventually found out the bone structure was off and it was causing a glitch in the character
    - Successes:
      * Characters running, walking, and jumping animations where correct
  + In order to do this, I had to incorporate Unity Chan’s original animations. I did this by editing the animations and adding them to the Animator in Unity. When doing the jump portion, I had to splice different sections of the animation in order to show a smooth transition through her actions. The running and walking where very simple, as they only required me to replace the animation of the character I copied the information from.
* On October 12th, 2017, I told everyone on that I had Unity Chan up and moving. I told them the following:
  + Unity Chan Model 4:
    - Current Mode:
      * Character can now fight with combos in hand to hand combat
      * Camera moves with character
      * Character can respawn
      * All animations flow together
    - Working Updates:
      * Weapon holding
      * Guns and swords
  + I was able to correct the issue with her falling through the floor during certain animations. It turned out the bone structure was not compatible with the animation. I had to import the Fighting Unity Chan and redo all aspects of her from the jumping animations to the fighting animations, as well as the Animator.
  + After that, I was successful in having a functional prototype.
* In the SRS I created, wrote or added the information for: Product Perspective, Product Functions, Design and Implementation Constraints, External Interface Requirements, Hardware Interfaces, Software Interfaces. From there I formatted, revised, and reviewed the document.
* Pros:
  + Team communicates very well with any issues and updates
  + Meetings have been effective and fun
  + Jackson is doing a great job leading our team and giving us direction since this is our fist time using Unity
  + Abhi, Steven, and Eric have been doing a great job on working on their portions, getting familiar with the system, and researching anything that is needed.
* Cons:
  + As of right now I have no complaints or concerned. Our team is progressing nicely through the first half of the quarter.