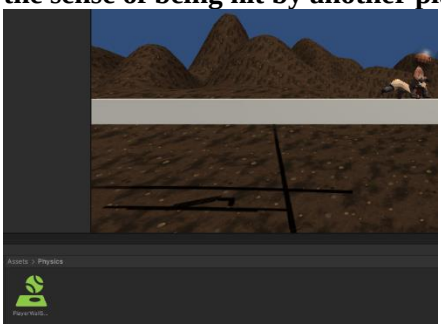
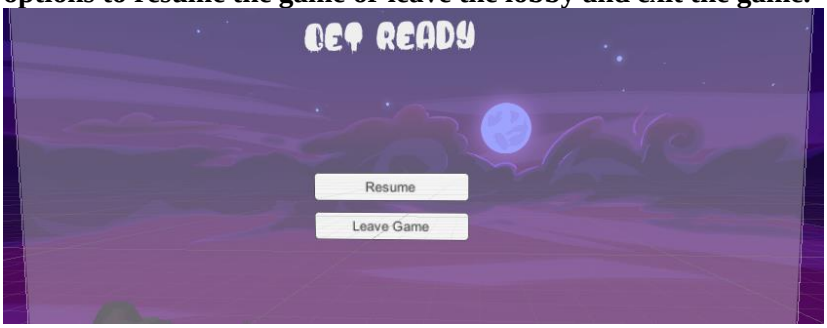
Name	**Jacob Hreshchyshyn**
Group Name	**Team Royale (Group 2)**
Date	**3/29/2022-4/12/2022 (2 weeks)**
Hours & List of Tasks	**12 hours** • Weekly meeting on Tuesday (2.5 x 2 = 5 hours) • Fix Gravity Knockback Issue (2.5 hours) • Implement Basic Pause Menu (2.5 hours) • Fix Visual Studio Intellisense Issue (2 hours)
New items In 2 weeks	Updated Knockback System, Pause Menu
Item Description (Select major achievements in 2 weeks)	**The following screenshot helps portray the fix to the knockback system, which now disables the player's gravity during the knockback state to better convey the sense of being hit by another player.**  **The following screenshot demonstrates my implementation of a basic pause menu that appears when a player presses the Escape key. This will contain options to resume the game or leave the lobby and exit the game.**