Progress Report: CPI 441 Gaming Capstone

Name	Jacob Hreshchyshyn
Group Name	Team Royale (Group 2)
Date	3/29/2022-4/12/2022 (2 weeks)
Hours	12 hours
&	
List of Tasks	• 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	The visual securio intermsense issue (2 nours)
In 2 weeks	Updated Knockback System, Pause Menu
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Item	
Description	The following screenshot helps portray the fix to the knockback system, which
(Select major achievements in	now disables the player's gravity during the knockback state to better convey the sense of being hit by another player.
2 weeks)	Assets 3 Physics Phy
	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. OET READY Resume Leave Game

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