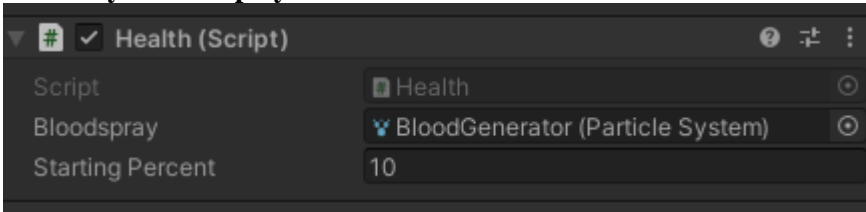


Progress Report: CPI 441 Gaming Capstone

Name	Jacob Hreshchyshyn
Group Name	Team Royale (Group 2)
Date	3/15/2022-3/29/2022 (2 weeks)
Hours & List of Tasks	<p style="text-align: center;">12 hours</p> <ul style="list-style-type: none"> • Weekly meeting on Tuesday (2.5 x 2 = 5 hours) • Implemented Percentage-Based Health System (1.5 hours) • Fixed Punch System Collision Bug (1 hour) • Implemented Punch Cooldown system repo (1.5 hours) • Implemented Simple Knockback System (1.5 hours) • Implemented Simple Wall Bounce system (1.5 hours)
New items In 2 weeks	Knockback System, Wall Bounce System, Cooldown System, Health System
Item Description (Select major achievements in 2 weeks)	<p>The following screenshot demonstrates the implementation of a percentage-based health system, which corresponds to the distance a player travels when struck by another player.</p>  <p>The following screenshot demonstrates my use of the existing Physics Material to simulate bouncing off the wall when a player is punched into a wall. This system also relates to the Knockback System, which deactivates a player's controls for a period of time after getting struck by another player. This time scales with the percentage accrued from gameplay. Deactivation of this system also occurs once a player lands on the ground, preventing a player from becoming unnecessarily locked in place.</p> 