

Assigned Tickets

To do:

- Create Basic Enemy, assigned to both Jake and Justin

In progress

- Main menu, assigned to Justin
- Tutorial level, both students

Finished:

- Project report 1
- Main Shotgun Mechanics assigned to Jake; **Committed on 10/31/2021**
- Finished Pump Action and Grenade launcher Pickups; **Committed on 11/7/21**
- Created and finished bounded camera; **Committed on 11/7/21**
- Added horizontal character movement; **Committed on 11/7/21**

Github

https://github.com/jel2658/IGP_Project

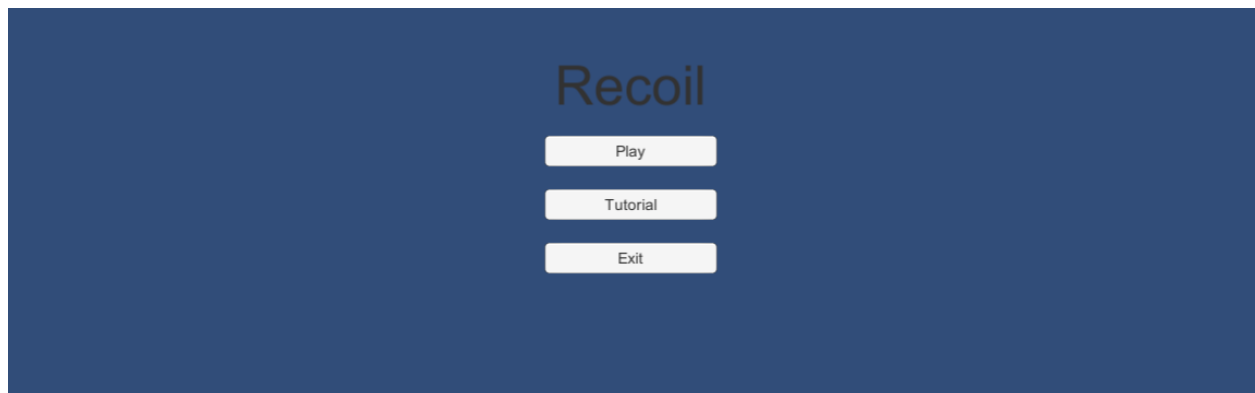
Comments, Concerns

Getting buttons to work on the main menu will be difficult, as attempting to switch scenes or quit the game in play mode is finicky with Unity's setup.

Initial sample scene connected to the tutorial button, but sample scene will need to be edited to properly reflect a tutorial.

Link to shotgun demonstration

<https://drive.google.com/file/d/11IHPEx69GdtyuVaoh1mGEqqO1rTvMOXp/view?usp=sharing>



Character movement and bounded camera

The character movement was extremely simple with it being just a simple 2 line inclusion. The Bounded Camera was also surprisingly easy. My first idea didn't work but a guide was able to fix the small mistakes I had made but for how little there is the bounded camera works extremely well.

Pump Action and Grenade Launcher

These were not hard to actually implement more than it was to have every other function operate around the fact that the player has a pickup active. This was mainly with firing and ammo not needing to reload. There were just a lot of booleans I had to create, put into if statements or remember to set to false or forever give the player explosive rounds. After that the pickups worked extremely efficiently.