Weekly Summary

Week 3/13/2020 – 4/17/2020

**Michael Hayes:** For this week I worked on added a shooting feature to the left click. On left click a bullet spawns and shoots towards the direction the player is looking. The bullet spawns in the position of the gun model to look realistic. I added shooting sounds and a hit sound when hitting an enemy. Currently it does not work when hitting the enemy model but it is temporary set to work with the platforms. I added walking sound effect that plays when moving and stops when not moving.

**Next Task:** Implement damage hit on enemies and fix the timer score bugs and add the value to the score at the end of the level. As well as remove all bullets from scene when they go past the camera render distance.

**Ryan Slaybaugh:** This week I worked on creating a BGM for level 1and the menu.

**Next Task:** I want to finish up the menu elements, namely options and finish up any other remaining elements as necessary. Otherwise I'll be working on bug fixing/optimizatiom.

**Semira Pinder:** With this week, I mainly started to refactor and move my parts of the code into the new catGun.js file. I also fixed the movement of the cat enemy object and I’ve made two enemy classes to help manage multiple enemies at once: catObj and catHandler. I ran into a problem with the bullets for the cat object, but I have an idea on how to fix it later.

**Next Task:** I plan on finishing the bullet functions related to the cat, and finishing adapting the code to the catGun.js file. I also will try to make the code simpler in some areas, like the animations for the cat enemies.