Weekly Summary

Week 4/19/2020 – 4/26/2020

**Michael Hayes:** This week I fixed the score timer bugs and added the score to the end of the level when you complete it. I added a feature to remove all bullets from the scene once they reach their maximum hit distance and I implemented a hitscan hit for the enemy model. When you shoot the enemy the enemy takes damage and meows.

**Next Task:** I will work on level 2 for next week.

**Ryan Slaybaugh:** This week I worked on a master volume, bgm, and sound setting for the audio in the game. I still have some work to do to get it working consistently. I also added am on off button to turn on and off anti aliasing. I also added a press start at the beginning when you start up the game.

**Next Task:** This final week I will work on solidifying the menu options and will work on the in game menu lag. Lastly I will work on the bug fixes and optimization.

**Semira Pinder:** I finished moving some of the core features of the cat enemy class from level 1 to the catGun.js file. I ran into a problem involving reaching variables outside of a function scope, but I overcame it by making a getter function in the catHandler class. This week I also made it so that the bullets shoot for a certain amount of time before disappearing instead of disappearing when a new animation is played.

**Next Task:** Next week I plan on editing the catGun.gltf object more so that the death animation plays, making health bars for the cat enemies and the player, cloning the models recursively per cat so we can use the same type of model for different cats, and finally assigning actions to the animations that are usually played on a loop. The actions that I'll focus on next week are standing, walking and potentially dying if the cat object's dying animation gets fixed in time.