Weekly Project Progress Log Sheet

Project Title: VENTURA

Year/Sem/Group: 2nd year / 1st sem / CE

Week: 6th week

Name of the Student	Roll Number
1.Aron Shrestha	**42**
2.Hritik Thapa	**53**
3.Kushal Manandhar	**31**
4.Ishar Maharjan	**29**

Task Accomplished this week	Task planned for next week	Remarks
1.Implementation of Simple State Machine as Simple AI enemy. 2.Completed jump, running and pushing animation for the Character for xy-plane. 3.Designed basic script of Boss and shooting system in xz-plane.	1.Complete death animation for xy-plane and character designing for xz-plane. 2. Implement shooting in player in xz. 3. Implement following enemy/ friend.	

Problems occurred:

- State machine performs different action randomly but somehow it didn't perform fire action

- Problem in playing animation while jumping

- Due to the incorrect use of node(class) for boss's fire, the scene would freeze after the fire touched another body.