

Weekly Project Progress Log Sheet

Project Title: VENTURA

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

Week: 7th 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.Completed death animation for xy-plane and character designing for xz-plane. 2.Implemented shooting in player in xz. 3.Implemented following enemy/friend.	1.Complete Character animation for xz-plane. 2.Finalize Game map and game story on paper for both plane.	

Problems occurred:

- Once the player died, the death animation played in an infinite loop.
- Since at first the speed of the bullet was very low, the bullet wasn't instanced.
- Due to wrong instancing, player couldn't fire bullets at the pointed direction
- We tried to implement following enemy but we couldn't restrict the fire's direction to xy-plane so we changed it to following friend giving a twist to our story.