Work Log Week 3

**Monday 9/11:** Attended first Team Lead meeting – **1h**

**Tuesday 9/12:** Worked on implementing a slightly advanced enemy AI, where the enemy would only approach player when they are able to attack and otherwise move in a circle around the player. **4h**

**Wednesday 9/13:** Worked towards fixing a bug where the enemy would go into other states while it was still swinging its sword. – **2h**

**Thursday 9/14:** Lab Time: Worked with Ryman to fix the bug as he explained to me how the sword swinging worked. Completed the behaviors I was attempting to do. The enemy now roams randomly, chases the player when sighted, goes into combat state, attacks when able and moves in a circle while its attack is on cooldown. (Stayed past lab time to complete) - **5h**

**Saturday 9/16:** Wrote the tech backlog based on the Design Doc provided by Skylar. – **1h**