Work Log Week 5

**Monday 9/25:** Attended Team Lead meeting. Presented my ideas on how tech should approach the buckets. We decided on focusing on creating a satisfying sword swing before working on other bucketed tasks. – **2h**

**Tuesday 9/26:** Worked with Zeke to come up with Enemy Animation Lists. Worked on fixing enemy strafing in the game. **– 2h**

**Wednesday 9/27:** Changed how enemies attack and created a plan on how different enemies will act. **– 4h**

**Thursday 9/28:** Lab Time: Worked on using EQS to make enemies move around the map and player. Spoke with Simi the Art Director about the timelines for enemy Assets. Updated the ClickUp - **5h**

**Friday 9/30:** Worked with Ryman to fix hit-stop and adding hit-stun to enemies. – **1h**