

Bridger Burkes

Homework 4

MART 391

2/18/2025

For deterministic logic, I added a basic player movement script, however in the future I'm thinking about adding a server wide movement handler.

For fixed timesteps I used a basic physics player movement script, which is redundant in this instance, however I'm going to combine it with the other script once I figure out whether or not the server movement handler would be a better option or not.

For tick based events I added a shooting script, which will most likely be in my game. For the time being though I haven't figured out exactly how rotation works, meaning the bullets fly in the correct direction but they aren't facing the right direction. I also plan to implement a health script along with some optimization for this specific script considering the bullets don't despawn, however I think I will solve that issue once I get walls with collision in and tie the despawning with that collision.