

## **Week of 1/29/2024**

### **2/2/2024**

- Got C# debug and config up and running
- Got rough attack animation working, need to add hitbox to weapon. Prelim will be replaced with iterative models and animations
- Modeled rough arm of generic human male to be put into the game as a prelim main character

### **2/3/2024**

- Put prelim enemy in the game
- Added prelim hit detection
- Added comments to the player.cs file

### **2/4/2024**

- Added enemy detection via ray cast

## **Week of 2/5/2024**

### **2/5/2024**

- Finished prelim generic character model

### **2/6/2024**

- Added issues to Github project page

### **2/7/2024**

- Moved player character to its own scene
- Made the player look to the mouse when attacking
- Added a box to the test scene that is of group "interactive"
- Added attack area to enemy. (uses Area3D and CollisionShape3D along with area\_entered signal to tell if the area has been entered.) Same logic as the weapon hitbox

### **2/8/2024**

- Added interactive class, but no methods
- Added script and mouse hover logic to box
- Added script and mouse hover logic to enemy
- Renamed stuff, changed formatting
- Adjusted hitbox of weapon

## **2/9/2024**

- Changed weapon animation
- Made prelim cursors

## **2/10/2024**

- Made prelim custom cursors
- Cursor now changes based on the type of interactive object it is over

## **Week of 2/12/2024**

### **2/12/2024**

- Started implimenting highlighting interactive objects. Can't get the shader to update however
- Attack animation wont play until player is in attack area, and the player wont move while attacking

### **2/13/2024**

- Cleaned up code a bit, shaders are still not updating
- Got shaders to update!

### **2/14/2024**

- Remeshed prelim player character model

### **2/15/2024**

- Added interact area

### **2/16/2024**

- Retopologied prelim character model
- Re-did topology

### **2/17/2024**

- Added prelim rig

## **Week of 2/19/2024**

Brithday week!!!

### **2/19/2024**

- Re-did some of the prelim pc rig, still need to add IK and rotation

### **2/20/2024**

- Finished prelim pc rigging

## **Week of 2/26/2024**

### **2/26/2024**

- Separated movement and attack. qwer and right mouse are now attack buttons. Want to make movement important
- Created rough prelim walking and idle animations for prelim pc

### **2/27/2024**

- Modeled prelim axe
- Updated pc animations and bone weights
- Sketched zombie outline for model

### **2/28/2024**

- Made high poly sculpt of zombie enemy

### **2/29/2024**

- Started retopology on zombie model

### **3/1/2024**

- Did a little work on the zombie retopology

### **3/3/2024**

- Did a little work on the zombie sholulders retopology

## **Week of 3/4/2024**

### **3/4/2024**

- Finished\* (might subdivide more) the upper body retopology of the zombie

### **3/5/2024**

- Made progress on zombie retop

### **3/6/2024**

- Finished zombie retop
- Started rig for zombie

### **3/7/2024**

- Finished zombie rig

## **Week of 3/11/2024**

**3/11/2024**

- Re-designed movement in the game