

## **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.