

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

3/12/2024

- Started work on lock on system

3/13/2024

- Got targeting for one enemy working

Week of 3/18/2024

3/18/2024

- Started re-animating pc

3/19/2024

- Added new walking animation, added strafe animation, added new idle animation