

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 formating
- 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.