

**Date of Meeting: 28.11.2022**

**Learned:**

- 1.Unreal Engine editor viewport setup and file import system.
- 2.Basic Blueprint knowledge.
- 3.Basic level design technique.

**Project Progress:**

- 1.Third person character setup with movement blueprint.
- 2.First landscape setup without foliage and materials.

**Problem:**

Facing some issues due to new platform.

**Next:**

Third person animation import.

**Date of Meeting: 15.12.2022**

**Learned:**

1. Animation blend space
2. Animation blueprint

**Project Progress:**

1. Main character idle animation setup.

**Problem:**

In case of animation, no problem faced.

**Next:**

User interface design.

**Date of Meeting: 10.01.2023**

**Learned:**

- 1.Level design applying.

**Project Progress:**

Level design complete.

**Next:**

Widget design and combat system.

**Date of Meeting: 11.03.2023**

**Learned:**

1. Basic level designing.
2. Basic algorithm of combat game.
3. Unreal engine blueprint.

**Project Progress:**

1. Skeleton of the project has been built.

**Problem:**

1. Enemy AI is scalable.

**Next:**

1. Improve the combat system.
2. Improve the FPS.