Week 1

Started exploring unreal

Week 2

Working on implementing a shooter enemy

Week 3

Fixed a bunch of versioning issues with brian’s help

Week 4

Cleaning up svn folders.

Added a new controller for shooting enemies.

Work on making shooting enemies face player and fall to the ground properly

Added subclasses of projectile to differentiate between player and enemy projectiles.

Week 5

Mostly working of software engineering essay.

Some gameplay tweaks. Added ability to toggle shield on and off.

Week 6

Show and tell preparation.

Created a bunch of camera tracks using the sequencer and rendered out trailer footage.

Screen capture with obs studio.

Video editing to make trailer.

Working on powerpoint and rehearsing.

Week 7

Practicing for software engineering presentation.

Rehearsing for show and tell

Week 8

Added triggerBox\_script to take a script variable

Started experimenting to make dialogue freeze player but abandoned idea.

Adding to software engineering research

Week 9

Added animation blueprint for player

Added chris’ animations

Bug fixes

Week 10

Group game demos

Game polishing and bugfixes. Navmesh issues, small things like shield deactivation on death.

Replaced enemy models

Last minute Arduino game changes

With both game project deadlines coming up, this week I was largely focused on finishing the two games. With the group game project I mainly focused on small issues and bug fixes that I knew I could finish quickly, rather than large features

Week 11

Summer world building lecture