To do

* Fix aim assist being stuck (when the enemy is dead, it works as expected)
* Create a scene – maybe something like an inside shooting range?
* Make shooting go in a visible straight line
* When enemy is shot at, show damage
* Fix weapon switch
* Fix UI menu not being interactive
* Add options to UI menu:
  + Allow infinity ammo
  + Restart scene when player dies and/or option to restart scene on demand
  + Consider option to mute / change of volume of music
  + Consider quit option
* Fix enemy floating on floor and intermittently disappearing when dead
* Consider removing HP bar if not required and not used?
* Consider making enemies HP bar more realistic, for example, a headshot should mean a kill? Any shots above the waist maybe 50% damage and any below maybe 25%?

Checklist:

1. **🎯 Concept & Planning**

✅Define game objective (e.g., shoot targets, track enemies)

✅Choose camera perspective (1st-person, 3rd-person, top-down)

❌Identify the type of aim assist (snap-to, slow-down, magnetic, soft lock)

✅Decide on player input method (mouse, controller, touchscreen)

❌Sketch a simple level or arena layout (currently its just a plane)

✅Pick your game engine (Unity)

1. **🎮 Player & Controls**

✅(V-Roid) Create a player character

✅Add movement WASD

✅Add aiming controls mouse

✅ Implement firing/shooting system

✅ player health bar

❌

1. **🧠 Aim Assist System**

✅ Detect nearby targets (✅ currently can lock onto a cube)

✅ Calculate closest target to crosshair

❌Apply assist logic:

❌Snap to target

❌Slow down crosshair near target

❌Gradual pull toward target (soft lock)

❌Toggle aim assist on/off (optional for testing)

❌Visual feedback for when aim assist is active

1. **🎯 Targets/Enemies**

✅Add target objects or enemies

✅Set up target hit detection

✅ Add health/destroy logic

✅ Animate or move targets   
❌

1. **🧪 Testing & Balancing**

❌Test aim assist with different input speeds

❌Adjust aim radius and assist strength

1. **🖼️ UI & Feedback**

✅ Add a crosshair or aiming

❌Add score or hit indicators

✅ Add aim assist toggle in UI (for demo/testing) sort of there

✅ Optional: Add tutorial or instructions (is included at the top of this word document)

1. **💡 Polish**

❌Add sounds (✅gunfire, hit confirmation)

✅ Add visual effects (muzzle flash, hit spark)

Add animations if using characters

✅ Add background music or ambience

1. **Bug fixing**

✅ Enemy character floating (check in script to see if the enemy is grounded)  
❌ Ragdoll (mostly works fine unless the head hp reaches 0 then there’s a chance for a broken ragdoll)

❌player can climb on top of enemy

1. **📦 Build & Submission**

❌Export build for target platform (PC, WebGL, etc.)

❌Record gameplay video (if required)

❌Create presentation poster

❌Submit all required files to your university's system

Help from:   
VRoid Studio (anime character creator did not download any models used base without clothes)

<https://vroid.pixiv.help/hc/en-us/articles/900005965706-How-to-edit-hair-color-and-texture-material> for hair.

ReForge Mode (youtube) for his tutorial on plugins/importing

Mixamo animations for most of this

Blender for adding thumbs to ADS/HipFire to fix hands

Unity

Sound:

* <https://www.youtube.com/shorts/ZvZmiCG_Ql0/>
* <https://drive.google.com/file/d/1Tm7oFrICnoZPj225xu8il9tyP9q-FrHy/view/>

Ignore Blender Help that was for a previous anime girl (head went terribly wrong)

The image in question:

A computer screen shot of a cartoon head

AI-generated content may be incorrect.  
Ctrl+shift+T drags in all materials from adobe substance painter

Shift+N flips face.

More to be added…