Group Project

Asset list:

* Researched both the power bar and aiming mechanic
* Created a 2D demo for the games main mechanics
* Implement firing projectile in Ue4 (Research and implement shooting projectiles within the game which link to power bar.)
* Merged prototypes with cameras (During the meet up with Eduard on 26/02/18, import the camera settings from Eduards prototypes with my version of the project. Making one main game project file.)
* Fixed Cannon firing issue
* Made sure cannon firing issue was fixed with camera switching also working at the same time
* Initial Playtesting (Gather and compile feedback from people who playtest the game.)
* Fix camera issues (Have the camera pan out before the player takes their turn. And compile errors with the camera.)
* Implemented menu`s and tested them (Using the menu`s Eduard programmed, implement them into the game project and play test making sure they work.)
* Conducted further playtesting (Using other people within our target demographic, however our not on the games design course.)
* Fixed any errors that were identified from further playtesting (Rectify any errors or bugs within the game that are identified after play testing.)
* Set up animations within the game (Using animations created by other team members, import and make sure they run efficiently in Unreal Engine. Insuring there are no errors.)
* Recorded and edited playtesting videos
* Created all presentations
* Wrote minutes for every week (Apart from the one week when everyone was absent due to snow, as no meeting was able to take place.)
* Set tasks
* Created GitHub Repos