**Team Members:** Klayton Pagel, Kade Schrock, Yehyeon Kim, and Anna Gettinger

**Affiliation:** University of Nebraska at Kearney

**Project:** YAKK Video Game

**Pre-Created Assets:**

* Environment was created before unless mentioned otherwise
* Brought in Flexible Combat System assets

**Goals:**

* Build project
* Import FCS
* Add characters and dialogue
* Edit melee system
* Finish village environment
* Set up enemies
* Quests
* Connect levels
* Midair attack

**Completed:**

* Changed parry/block system
  + Both used to stagger opponents
  + Made it so that only parry system staggered opponents, while block just blocks hits without staggering
* HUD
  + Removed:
    - Compass
    - Minimap
    - Level bar
  + Resized and retextured:
    - Health
    - Stamina
    - Mana
* Environment
  + Changed house blueprints
  + Edited collision complexity
  + Added navmeshes to environments
  + Changed PCG exclusions for village grass
  + Added village and gate
* Quests and dialogue
  + Set up dialogue for NPCs and player character
  + Set up quest
* Door blueprint created to open and close doors