CS 4900
Week 7 Writeup
Group 1: Merritt Hancock, Kenda Blair, Ryan Trull, Alan Bettis
Details

Changelog:
1) Researched States and State Machines for AI via Yuka Library
   - Ryan 03/05/20
2) Implemented Patrol State for Milcap Enemy type
   - Ryan 03/09/20
3) Implemented State Machines for Milcap Enemy which accept states and set the initial state to patrol
   - Ryan 03/09/20
4) Researched Triggers and Events
   - Ryan 03/09/20
5) Implemented Trigger radius and base trigger around the enemy
   - Ryan 03/09/20
6) Implemented a pursue state for Milcap Enemy which heads in the direction of the player instead
7) Designed new level system during group meeting
   - Merritt 03/05/20
8) Began implementing new level system
   - Merritt 03/05/20
9) Refactored controller
   - Merritt 03/08/20
10) Implemented new level system
   - Merritt 03/09/20
11) Created Attack State for Milcap Enemy
   - Ryan 03/10/20
12) Made three options for cursor models, made pin pod model
   - Kenda 03/05/20
13) Working on replacing cubes with models
   - Kenda 03/ 08-10/20
14) Assisted in designing level object system
   - Alan 03/03 and 03/09
15) Implemented state transitions between pursue and patrol Milcap enemy states
   - Alan 03/09
16) Integrated Yuka priority queue for multiple enemy types
   - Alan 03/09
17) Modified A* function to allow enemies to pursue player
   - Alan 03/09
18) Modified Semaphores to lock player movement during enemy turn
   - Alan 03/09

Decisions
- Implemented Yuka finite state machines
- Priority queue for multiple enemies
- Smaller texture sizes
- Refactored Level system
- Mass for health

What we learned
- Yuka finite state machines
- Smaller texture sizes can improve performance
- Yuka Priority Queue for enemies