

26001722_CS3IP16_E-Logbook

Name of Task	Date Completed	Time of Completion
Meeting with Supervisor #1	05/08/2021	14:51
Creation of Project	06/08/2021	14:00
Basic Character Setup	07/08/2021	14:00
Character Animation	08/08/2021	14:00
Sprint and Firing Weapon	08/08/2021	15:00
Weapon Firing	14/08/2021	15:09
Health and Damage	14/08/2021	17:12
Player Name Tag	15/08/2021	10:25
Secondary Weapon Added	15/08/2021	12:46
Expanding Master Weapon Blueprint	16/08/2021	10:17
Correcting Projectile Issues	16/08/2021	11:23
Animation Sets	16/08/2021	14:17
Automation Improvements	16/08/2021	17:09
Adding Pistol Animations	17/08/2021	15:07
Death and Ragdoll	17/08/2021	17:17
Team Selection Creation	20/08/2021	12:23
Steam Plugin & Main Menu Creation	20/08/2021	14:36
Finishing Main Menu & Test Build Creation	20/08/2021	17:18
Class Selection Implementation	22/08/2021	12:13
Added Character Models based on Class	23/08/2021	09:36
Optimization and Expansion of Weapons	23/08/2021	17:36
Creation of Grenade Launcher	24/08/2021	11:03
Grenade Launcher Sounds and Effects	24/08/2021	14:14
Server Settings Menu Creation	24/08/2021	15:45
Spawn Protection	24/08/2021	23:10
Match Timer and Scoreboard	26/08/2021	13:27
Meeting with Supervisor #2	27/08/2021	11:57
Bug testing	28/08/2021	12:32
Refactored Projectiles	28/08/2021	14:59
More bug testing	28/08/2021	17:50
Work on UI elements	29/08/2021	12:31
Polishing Menu and Bug Fixing	29/08/2021	14:27
Final Bug Test and Test build	29/08/2021	16:01
Adding Random Coin spawner	30/08/2021	11:39
Finishin Random coin spawner & Weapon Switch Sounds	30/08/2021	13:38
Creation of Sniper Rifle with Scope	30/08/2021	15:54
Character Station for switching class creation	31/08/2021	12:02
Finishing Character Station	31/08/2021	13:39
Added Ammo counter	02/09/2021	14:30
Reload Mechanic	02/09/2021	23:11
Blue and Red Team win condition	03/09/2021	15:35
Match timer counting to 0 to determine winner	05/09/2021	13:56
Improvements to reloading	05/09/2021	18:00
Reload Animations	05/09/2021	18:23
Creation of Rocket Launcher	06/09/2021	18:23
Creation of First Map	06/09/2021	14:41
Changes to Master Character Blueprint	06/09/2021	15:55

Multiple Bug fixes	06/09/2021	17:22
Creation of Options Menu	07/09/2021	15:25
Fixed and added multiple animations	09/09/2021	13:50
Idle animations for Sniper, Grenade and Rocket Launcher	09/09/2021	15:18
Playtest of Ground Zero v0.0.5 #1	11/09/2021	22:00
Changes to Options Menu	12/09/2021	09:49
Mouse Controls and Weapons Balanced	12/09/2021	14:57
Hit Markers and Hit Marker sounds	12/09/2021	23:20
Creation of Health Pickup	14/09/2021	12:02
Bloody Screen and Healing Effect	14/09/2021	18:17
Playtest of Ground Zero v0.0.5 #2	14/09/2021	22:00
Refactored Bloody Screen effect	15/09/2021	14:21
Changes to Player tag	16/09/2021	14:06
Creation of Kill Medal	16/09/2021	15:32
Creation of Kill feed	17/09/2021	13:04
Refactored Kill feed	17/09/2021	14:11
Character Animations to Grenade and Rocket Launcher	17/09/2021	18:36
Applied Direct damage for Grenade Damage	18/09/2021	15:05
Healing UI added for health pickup	18/09/2021	16:18
Creation of Damage Indicator	19/09/2021	22:12
Projectiles affecting Damage Indicator	19/09/2021	22:30
Damage Values when damaging an enemy	21/09/2021	12:57
Creation of Credits Menu	21/09/2021	16:31
Meeting with Supervisor #3	27/09/2021	15:25
Coinhunters Gamemode and Bunker Map added	30/09/2021	16:31
Creation of Kaboom City map	01/10/2021	23:19
Meeting with Supervisor #4	07/10/2021	15:56
Kaboom City map added and finished	07/10/2021	18:25
Submission of Project Initiation Document	08/10/2021	12:00
Creation of Project Report	03/11/2021	12:32
Playtest of Ground Zero v0.0.7 #1	20/12/2021	22:00
Playtest of Ground Zero v0.0.7 #2	21/12/2021	22:00
Submission of Feedback form	21/01/2022	12:00
Meeting with Supervisor #5	07/02/2022	15:00
Submission of Project Poster	25/02/2022	12:00
Meeting with Supervisor #6	08/03/2022	16:37
Submission of E-Logbook	22/04/2022	12:00
Submission of Project Report	22/04/2022	12:00

GitLab Link: <https://csgitlab.reading.ac.uk/as001722/final-year-project.git>