For HW2, neither of our group’s members utilized any AI sources outside of the Lab videos provided for this class. We specifically referenced lab videos 10, 11, and 12, as they held the guides for implementing ammo, basic reloading, and VR targets, all of which were required for this homework assignment.

We did not feel the need to utilize AI, website, or other outside sources due to the relative simplicity of the assignment, as well as the clarity of the Lab video instructions. There was simply nothing that was required of us for this assignment that resulted in us needing outside assistance.

However, we did utilize the Epic Dev Community Unreal forums for help in coding the delay and audio functions for reloading. All we needed from them was to find the name of the node that would allow us to perform those actions, and they were easy enough to find. The only other outside source that was used for this assignment was the [Weapon Soldier Sounds Pack](https://www.fab.com/listings/d1bb4e19-198c-4512-8064-f64161641d07) sourced from the Unreal Marketplace that contained the “reload” sound used for this assignment.