CU6005 Prototype Development – Daniel Winogradski

Robohood changed version. Differences between original group submission and this version:

* RCharacter.h and Rcharacter.cpp – added melee damage, collision capsule and overlapping events.
* Setup custom events in blueprints for handling collision and animation
* Three more animations for each model: Android\_Handshake\_Spin, Steven\_Spin,T8-03\_leg1, T8-03\_leg2, T8-03\_leg3

Unfortunately those features didn’t made to final version of the game due design decisions to abandon melee damage during development process.