

Accomplishments

- Top-down player controller complete
- Implemented the inventory User Interface
- Implemented the pick-up system
- Added the drop item functionality
- Created a inspect mode UI (in progress)
- Added the functionality of viewing an item's 3D model in the UI view (not connected with the inventory system yet)
- Migrated all the assets into Unreal

Next Week's Plans

- Implement rotation to inspect mode
- Implement zoom in/out to inspect mode
- Look into crafting items from the inventory by dragging and dropping
- Finish reworking the SRS Document

This Week's Plans

- Finish writing the Software Test Plan Document
- Make progress on connecting the inspect mode view to the inventory system
- Look into rotating the 3D model in the inspect mode

Risks/ Help Needed

- Eylul needs help with integrating the inspection UI with the inventory system
- Eylul also needs help with debugging some warnings in the editor

Important Meetings

- Meeting w/ Josh Morgan on 02/23/24
- Group meeting right after