12/17/2018

* Progress
  + Project backlog started
* Current State of Project
  + Spell generator is functional
  + Spells can be instantly shot, held, or charged
  + Basic damage system is in place
* Questions
  + How to handle physics calculations for Character Controllers?
    - Should consult SCAM project for details

1/1/19

* Progress
  + Added mesh changer spell modifier. Proven successful. Mesh will need to be centered properly.
  + Spread shot has been added
  + Animation States are functioning for NPCs
  + Added status effects
    - Damage over time
    - Paralysis
    - Transmutation(a little jank)
* Current State of Project
  + Spell modifier test is successful
* Questions
  + How to prevent NPCs from walking off cliffs when they want to chase the player?
    - NPCs don’t utilize NavMesh in Chase State
    - Use raycast just ahead of them to detect cliffs?
  + Current status effect implementations may be mild performance/security risk?
    - Is this worth it?
    - Are alternatives possible?
  + All damageables will need to account for a parent damageable
    - Example: transmuted objects

1/2/19

* Progress
  + Started map building system
  + Added Tile MonoBehaviour
  + Added TileData class to store information on specific tile
  + Added LevelBuilder
  + Created separate scene for level building testing
* Current State of Project
  + Added above files. Relatively unchanged since 1/1/19
* Questions
  + How should Tile be initiailized?
  + Need to spend time going over design of levelbuilding
  + NavMeshes will not work with procedurally generated levels
    - Consider pre-built levels instead?