Video Update #1 - <https://youtu.be/VhM_cugFWdc>

1. For the last three weeks, we had planned to get a large amount of the basic art assets, player functionality, weapon functionality and some enemy functionality done. We also had time assigned to getting Unity collaborate setup for all of us.
2. Jack has been working on getting the player, camera and weapon functionality done, including lots of the scripting and organization necessary for these components. ~8 hours

Asher has been working on getting art assets including animation done and helping with the scripting of the player and weapon. ~8 hours

Kyler has been working on getting the enemy functionality done, including the scripting for the pathfinding the enemies will be using. ~3 hours

Steve has been having issues with getting collaborate to work but will be focusing on getting UI assets and functionality done.

1. 1. We have gotten the player to be able to move, collide with walls, shoot projectiles from a weapon which collide with walls, and rotate around depending on where the mouse is located. We have also gotten the camera to extend a bit as the player moves and follow the player. We have been able to make the player have animations. We have been able to spawn a weapon at a certain coordinate. We have been able to make art for the level, weapons and player.

2. Solutions we have come up with to problems have been most successful when we break problems down into small parts and prioritize thinking more what our code needs to be doing rather than how we need to write it.

3. Our workflow with pushing and pulling very often using the collaborate feature did not work well at first, because we were often accidently changing components from the same parts of the game, which would end up with one person’s work being overwritten.

1. 1. We have had challenges with getting the unity collaborate to work, and with programming. The collaborate feature has lots of bugs with syncing up the work to one version, and only initially allows three seats with the free teams plan. This presents issues for us when we are using it as our primary form of version control, and we have four people working on the project. The main problems for us programming wise have been with getting the enemies to work as intended and with implementing a weapon system.

2. We devised a more careful approach to collaborate in terms of making sure people are not working on the same thing and we are not constantly pushing our changes. One of the primary fixes we came up with was to have multiple scenes so each person could mess with their own scene as they needed, as the scene was causing lots of problems. We are also going to be more cautious in general with pushing features to the latest version. We managed to add another seat to our collaboration team on unity with funds granted by Mike Borowczak.

3. Our programming problems are still present, but we are making progress by talking things out with each other and following guides from people who have made similar features.

4. As mentioned, Mike has already helped us out a lot by giving us the funds we needed to make sure we could all collaborate seamlessly with Unity. We will likely need more help down the line, but the programming issues we have at the present are things we should be able to figure out on our own.

v. Plan has gone as expected for the most part, with us making some slight alterations to our workflow and falling a bit short on where we wanted to be scripting wise. One of the major changes we have planned out going into the second three-week period is how we plan out the work. We will be changing from a system where any person can pick out whatever they want, to having a meeting where we will discuss the big accomplishments each person should be trying to get done before the status update deadline.

vi. Our goals for the next three weeks include:

Prevent any more bugs with the Unity Collaborate system.

Determine what we need to change (and change it) to get the weapon system fully functional.

Get an enemy working (meaning pathfinding after the player and attempting to attack).

Implement a health system that the player and enemies can use.

Finish the animations for the player model we are currently using and for some weapons.

Get a UI in place so the player can track information about what is happening in the game.

vii. Asher: 5

Jack: 5

Kyler: 5

Steve: 5

Group Average: 5