Studio Lab First Person Arena Shooter

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Milestone 1

For the first milestone, my focus was adding AI to an enemy. My goal was to get the enemy to chase the player within a certain range, slowly look at the player before chasing, and also dodge the player’s bullets. I gave the player full control for movement including strafing and aim control with the mouse. The player only currently has one weapon but it is able to shoot one projectile as of now.

The enemy’s dodging isn’t smooth, right now i just made them transform the position instead of add force for testing purposes.

In the future i plan on adding picks for health,different weapons and other types of bonus.

**Controls**

**ASWD:** Character Movement and strafing

**MOUSE:** Control for aiming the Gun and left click for shooting

**SPACEBAR:** Jumping

**SHIFT:** Hold shift while running to sprint

**Theme**

Outer space arena first person shooter.

**Current Bugs**

-The enemy sort of glitches when it gets to close to the player.

- Not really bug...i just need to add colliders to the spaceships and rocks around