//Used for Linkedin post as well.

Week 4 of development

Bugs and progress. This really encapsulates everything that occurred this past week, plus the incredible amount of work I've done just this weekend!

The goals that I had set for myself were to redo the movement for the player, the aiming system that I had just begun and other scripts that weren't needed or whose logic just didn't make sense for this type of game.

I am glad to say that said goals were not only achieved but surpassed above and beyond as my estimated time was overblown for what I needed to do. And well, as I write the word 'overblown' I feel that I have to say that it was also completely underestimated.

The amount of research that I had to do alone was more than the work I’ve done in previous weeks as little by little other tasks began to include themselves the more I learned, both pushing me forward and making me excited as I began to see what my work was beginning to look like.

Thanks in large part to me redoing movement and aim systems I found a website (<https://www.mixamo.com>) that hosts hundreds of character models and animations and looking through them I decided to animate the model, something that I had no idea how to do.

I didn’t know how to animate a model that wasn’t in 2D. The process was similar but required more steps that were a big challenge for me who didn’t know how to even start. I didn’t know how to rig the models to animations or how to modify and work with them. It was a huge learning process that I am deeply thankful for.

None of the models you see are final, nor are the animations but just learning how to use them has given me confidence that I can create my own and use them with more flexibility than I thought I would.

And the bugs…they were so many and so inexplicable that I knew I had to record a few of them and show them here. But again, it’s because of them that I now feel more confident in making mistakes as I know that I can fix them through talking with others and the various research available online.

It’s thanks to these bugs that the aim system expanded from how it originally was into stages that I hadn't planned for yet, how I implemented a pause button and how this work has allowed me to now implement the reloading mechanic sooner than expected.

I’ll end this with a short snippet of the project; the left side is the before and the right the after.