**Project Backlog – Barrel Hopper**

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| **Date** | **Task** | **Actions** | **Decisions** | **References** | **File Name** | **Status** |
| 2022.02.06 | Project creation | UE4 project created. | N/A | N/A | Barrel\_Hopper | Completed |
| 2022.02.06 | Create Character | 1. A new blueprint class created. 2. A side scroller project created to migrate their mannequin assets. 3. Materials, Mesh, and Textures folders in the mannequin folder are moved to Character folder. | N/A | N/A | BH\_Character | Completed |
| 2022.02.06 | Giving our character a mesh | 1. Skeletal Mesh is brought into our character blueprint. | N/A | N/A | N/A | Completed |
| 2022.02.07 | Creating the character’s camera | 1. A **Camera** and a **SpringArm** components are added to the character blueprint. 2. Target Arm Length increased to 550cm, Socket offset is set to 75cm and Y value of Rotation is set to -2.5 in the SpringArm’s Details Panel. 3. Under the Camera Settings section, the property : inherit yaw, inherit pitch, inherit roll are all unchecked. 4. Use Controller Rotation Yaw property unchecked. BH\_Character(Self) Components panel -> Pawn section. | 1. Camera and SpringArm components are child of the Capsule component as we wish their positions to update relative to the capsule component. 2. Camera component is a child of the SpringArm component, as we will be using the spring arm to position and rotate the camera. 3. Camera Settings unchecked to ensure the camera does not rotate with the character. 4. Character property changed to ensure the character does not inherit its rotation from its owning controller. |  |  | Completed |
| 2022.02.07 | Creating Game mode | 1. A game mode blueprint is created. 2. BH\_GameMode(Self) -> Classes section -> Details -> Default Pawn Class -> BH\_Character selected. 3. BH\_GameMode selected in the Default Game Mode field. | Created a game mode that informs the engine that when a controllable player is spawned into a world to use our BH\_Character object by default |  | BH\_GameMode | Completed |