

# Progress Log (June)

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🏷️ Tags	

## Focus: Player Animation Handling

### June 1st 2023

- Implemented charging functionality for charge abilities
- Implemented auto activate functionality for charge abilities
- Added effectiveness factor parameter for ability behavior execute function
- Bug Fix: Gizmo of Pull and Push ability behaviors now work on ability behavior creation rather than after first playmode

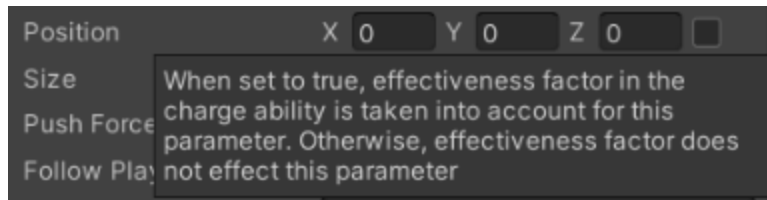
### June 2nd 2023

- Created player animation deadlines
- Monthly summary for May

### June 3rd 2023

- Implemented Static bool Attribute
  - Displays bool property field on the same line as property
  - Displays tooltip when hovering over bool property field
  - Nameless bool property field
  - Adjusts with varying inspector sizes

- In script, Boolean must be under attribute/property variable. Otherwise, property drawer is unable to find Boolean
- In script, Boolean must be set to public and with [HideInInspector] attribute



- Switch Charge Ability to inherit from Ability instead of Abstract Ability Object class
- Implemented alphabetically sort for behavior enum in ability custom editor
- Implemented same custom editor used for single ability for charge ability

## June 4th 2023

- Implemented charging ability effectiveness factor functionality in all ability behaviors

## June 5th 2023

- Research 3D animation locomotion

## June 6th - 30th 2023

(undocumented)