

Owen's Game Dev Log



Friday	Hours	Experience	Notes/Bugs
1. April 16th	9	<p>-Found assets that I like online for my First Person Shooter:</p> <ul style="list-style-type: none"> • M4A1 scope attachment • Rifle sounds • Rifle VFX • First person arms + animations <p>-Dragged skeletal mesh onto first person Camera and attached blueprint class onto my character (arms)</p> <p>-Set up animation Blend Space for movement and map it onto anim class</p> <p>-Set up locomotion and sound cues for weapons firing</p>	<p>-Want to find more assets for enemies with built-in animations, found free one on Unreal marketplace for ghoul.</p> <p>-Instead of a smooth sprinting experience, it's very choppy when pressing the shift key that you assigned as your input. I've triple checked my functions and my event graph. One thing I noticed is that Axis and Action mappings are now apparently deprecated where you assign your input, but I'm not sure if that's what's causing the issue. I've also checked my animations, messed around with them to debug, still no solution.</p>
2. April 23rd	9	<p>-Set up Hud Using Widget blueprint, created health and stamina bar, ammo box, found crosshair online.</p> <p>-Set up stamina bar to decrease as I run, finished sprint/walk speeds</p> <p>-Set up hitmarkers and damage with line trace</p> <p>-Added sounds for shooting and crosshair animations</p>	<p>-Using print strings helped debug damage output working</p> <p>-There's a bug in my unreal engine game where when I implement the 'switch on EPhysicalSurface' node, my enemy actor stops receiving hit registration. I already made physical materials for the enemy blueprint and selected the physical property surface type, and then went into their physical asset and applied them to the actor in there. But whenever I call the surface type to my First person character damage logic, the enemy stops registering damage. Need to get it to register damage with my new EphysicalSurfaces.</p> <p>-Line trace hits but no damage</p> <p>-Switching Netmode from Client to Listen server or Standalone gets print strings to</p>

			show up. I can now also damage and destroy the actors I make.
3. April 30th	9	<ul style="list-style-type: none"> -Set up reloading animation and logic for the number of bullets left in magazine. -Began Sculpting landscape, found asset for old ruins on marketplace, adding structures, flora, props, etc. 	-Probably made map too big
4. May 7th	10	<ul style="list-style-type: none"> -Set up enemies, animation, AI to chase player, built sphere for AI to listen and see player relative to distance -Set up wave-based system for enemies to spawn 	<ul style="list-style-type: none"> -Bug where my enemy counts as dying twice. After killing one enemy actor, the game incorrectly registers that multiple enemies have died. I noticed that, in the logic of the enemy actor's "Death" Custom Event logic, when I remove the delay action between the 'Enemy Killed' node and the "Destroy Actor" node, the bug doesn't manifest. This leads me to believe that in between the actor being alive and being dead (regarding its death animation-the thing that occurs between the actor getting to 0 health and it being destroyed/removed from the instance) is when the bug occurs as I continue to shoot. -The enemy actor can hit me with its animation and send my player character flying across the level. Looking in collision settings. -I set up an Enemy BP to run up to attack me but there's a problem where he bounces me away from him when he gets close. -Enemies spawn in clump and get stuck when the waves increase, need to change collision?
5. May 14th	14	<ul style="list-style-type: none"> -Adding sound of zombie hoard and zombie attack -Used gitLFS to get my >1gig project on my repo -Set up menu screen for starting/quitting relative to dying or beginning game -Increased enemy speed because too easy 	<ul style="list-style-type: none"> -Was trying to Use Butler with itch.io to host my game but wasn't working so Used GitLFS instead