9/23/2016:

State of project:

Ghoul character is able to be controlled by the player to do basic movement (strafing, jumping, walking, and running).

How well followed priorities for last week:

Basic movement animations and control for the player character has been finished.

Spawning in animation for player character has been implemented.

Camera control still needs work.

Weapons haven’t been implemented yet.

Priorities for next week:

Finish camera control for the player.

Begin adding weapons that the player can pick up and use.

Begin implementing animations for weapons being used/picked up by player.

Begin implementing basic attack animations for the player.

Fix main menu so it scales better with different aspect ratios.

9/30/2016

State of project:

Ghoul character now has attack animations and a lot of user stories have been made. The camera control has been finalized to be over the right shoulder and only rotate horizontally.

How well followed priorities for last week:

Attack animations are beginning to get implemented.

Weapon models are beginning to get implemented.

The main menu still hasn’t been fixed

Camera control has been finalized.

Priorities for next week:

Fix the main menu so it scales better with different aspect ratios.

Continue implementing attack animations.

Start implementing ability to pick up weapons.

10/7/2016

State of project:

Weapons have begun to get implemented and the main menu is almost finished.

How well followed priorities for last week:

More attack animations have been implemented.

Implementation for picking up weapons has started to be implemented.

Main menu scales with aspect ratio properly

Priorities for next week:

Finish implementing ability to pick up weapons

Fix gentle slope gliding

10/14/2016

State of Project:

The weapons that are placed throughout the level can be picked up and walking on hills is no longer the same as skiing. There is also a temporary HUD.

How well followed priorities for last week:

The weapon pickup system was finished (with some bugs) and the gliding that occurred on small slopes has been fixed. We got a little off track and started working on the HUD and terrain for the actual maps to be used in the game but all was well because we finished what we promised to do.

Priorities for next week:

Continue working on HUD

Continue working on Terrain

Work on AI

Fix bugs related to weapon pickup system.

10/21/2016

State of Project:

There is an environment that is still very in development and an ai system also still in it’s early stages of development and the weapon pickup system is theoretically bug free

How well followed priorities for last week:

The HUD design still needs to be scanned in and cleaned up

The terrain was the main focus that Quinn was working on

Brandon started making base functionality for AI systems to utilize

The weapon pickup system has been cleaned and is theoretically bug free

Priorities for next week:

Mostly the same as last week.

Work on AI, Terrain, and get the HUD in the game

10/28/2016

State of Project:

The environment has a bit more of a natural look to it and an area for the graveyard set up. The current base ai will follow their enemy as long as they are in range.

How well followed priorities for last week:

AI now follows the player as long as the player is close enough to them

The terrain was updated to be a bit more natural and a fenced in area was added for the graveyard.

Implementing the HUD hit some issues and as a result didn’t get much updated.

Priorities for next week:

Still working on AI, Terrain, and getting the HUD in the game

11/4/2016

State of Project:

The hud is nearly complete and the enemies now will only notice the player if they are actually in their sight. There is now a branch that has the French translation of the title screen.

How well followed priorities for last week:

HUD healthbar and manabar were finished

HUD items done

AI vision has been implemented

Priorities for next week:

Make death screen

Get ai to attack

Finish town

Get ai pathfinding to work