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