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.