**Week 1 Requests:**

-Comedic hack and slash. You wake up in a graveyard and doesn't know he's dead at first, Just wants love/friends - Client likes story and decided to go with it .

-Game Title - Greg the Ghoul.

-Maybe not zombies but mutants(Zombies suck) - It’s ghouls now/ uses a zombie character model but is for all intensive purposes a ghoul.

**Goals**: understanding of Unity and ability to get character models obtained

**Done as of 9/2**:

* Name is Greg the Ghoul

- Story has been decided as a misunderstood Ghoul named Greg.

- Character model has been changed to a higher quality model and is now a Ghoul.

**Week 2 Requests:**

3rd Person would be preferable.

Reverse zombie game?- You are fighting Humans as a misunderstood ghoul.

Weapons or Hands only?- Weapons to help with different combat styles but nothing too complicated.

Magic yes or no - Yes helps with combat types. Plague Based spells .

A skill trees for different types of combat style. 3 skill Trees Magic/Combat/Utility .

What is the best environment?- forest/country - Small villages.

Final Boss?- Necromancer/ Evil Priest, one who woke you up basically .

Time of Game?- Medieval times/ Starts out in graveyard.

Should this be a one life game or several lives? - One Ghoul possible spell to summon ghoul AI to fight with you.

For now no checkpoints, you die the game restarts.

Name of location “Byzantium”?

**Goals:** Work on weapons, Magic and attack and death animations.

**Done as of 9/9**:

* Character is in 3rd person.
* Game is a reverse zombie game.
* Environment assets have been found .

**Week 3 Requests**

* Finish up character movement animations
* Possibly work on animations with weapons
* Work on npc ai

**Done as of 9/19:**

* Finished most animations
* Started weapon animations
* Reorganized repository to make pulls more efficient

**Done as of 9/23:**

* Have all basic movement animations for player done
* Finishing start menu by putting a scaling aspect ratio