Week 4:

Current State:

There is a playable character. There are basic movement controls such as walking/running on ground and jumping. Each of these movements have animations that play. There is a casting animation that can be called by the player by right clicking. There is a basic environment and a few enemy models along with the player model. There is also a starting animation for the player that has him come out of the ground.

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.