*TO DO:*

25/05/2020

~~Create a universal GameActor component which will give reference to entity’s position, rotation and direction vector. It will also handle the Actor’s rigidbody updates.~~

26/05/2020

~~Find a better way to calculate projectile’s distance travelled.~~

~~Implement UnityEvents to sequencer.~~

27/05/2020

~~Add a way for listeners to subscribe to ProjectileHit and ProjectileMiss Events.~~

~~Move position and rotation to SceneEntity, so we don’t have to have dependency on both SE and Rigidbody.~~

~~Remove constant rotating towards the mouse and rotate to it only when aiming ability.~~

~~In Watershot sequencer replace passed for aiming SE.Direction with the actual vector for aiming.~~

28/05/2020

~~Rework player controller.~~

Creating Aiming System for Sequencers

~~Create WaitSequencerAction to replace coroutines. Give it an ability to hold multiple wait calls.~~

29/05/2020

Add git version control.

Sequencer Actions need refrences to rigibodies, sceneentities, controllers, and stats they are attached to. We can’t assaign these values in inspector. We need a universal way for them to initialize themselves.

~~Fix aiming.~~