Department of Computer Science Third Year Project

Weekly Diary Form

**This section to be filled in by student:**

Week beginning: 26/03/18 Student’s Name: Sayim Khan

|  |  |  |
| --- | --- | --- |
| **Day** | **Nature of work** | **Number of hours** |
| Monday |  |  |
| Tuesday |  |  |
| Wednesday | Finished 4 animations, heavy, quick, fatal\_return, disengage. Now ready for use in unity | 9h |
| Thursday | Started the move of the player scripts and parameters to the new Model and changed all of the old character animations to the new ones for the new model based on the HumanIK Skeleton, adjusted several script to the new model, added animation event to the new animations for the scripts to work. Behavior several bug fixes due to change in core player model, from basic cube, to a 3d modelled human | 5h |
| Friday | Finished adjustments and bug fixes from the move of the player to the new human model and change. Added a weapon holder in left hand for when player is not using weapon and weapon is ‘put’ into holder | 3h |
| Saturday | Moved spiritEnemy methods and parameters into a new parent class to allow all enemy to inherit from one script and spirtEnemy script just handles stats, fixed bugs from move core enemy code to new script | 4h |
| Sunday | Worked on prologue floor script, added additional lines to allow story methods to be invoked by dialogue system and questNPCs | 3h |
|  | **Total:** | 24h |

Any other comments on the week’s progress and time management:

**This section to be filled in by Supervisor:**

Supervisor’s Signature:

Supervisor’s Comments:

This evidence of student participation is: Satisfactory Unsatisfactory 

**You are to maintain your diary and hand it in to your supervisor *as a separate document* at the end of the project.**