IE303612 Bacheloroppgave
Sebastian Søviknes Gundersen

Progress report #5 - 09.04.18

Planned activities

1. Add player trading
2. Add the fishing skill
3. Add leaderboard to the website
4. Add a map of the game world to the website
5. Warehouses

Not completed

1. Warehouses not completed
2. Did not add map to the website

Completed work

3. Added player trading
4. Added the fishing skill
5. Added leaderboards to the website (but didn't add any sorting yet)
6. Objects outside the loaded terrain are no longer drawn
7. The character animations that were not put to use yet, are now working:
    a. idle while in combat
    b. spear variations of animations
    c. fishing animations
8. Added some new items (coins, various pants, fish)

Some videos:
- http://einheri.xyz/files/client-2.mp4
- http://einheri.xyz/files/client-3.mp4