Progress report #6 - 23.04.18

Planned activities

1. Bugfixing
2. Add minor features that are currently lacking (stats tab, skybox)
3. Improve how water looks

Completed work

1. Minimap texture is now contained within the circular foreground
2. Added stats tab that shows progress in each stat
3. Players now get experience for combat and fishing
4. Added several items (shirts, pants, shoes, helm)
5. Fixed diffuse light and fog in the shaders
6. The terrain now has proper vertex normals calculated
7. Water no longer a tile, and is instead a plane drawn by a water shader
8. Items now have stats that affect combat
9. The UI is revamped
10. Skeletal animation is now multithreaded (improved performance by around 30-40%)
11. Character renderer now uses vertex groups to hide legs when wearing pants etc.
12. World now stored in chunks, since non-chunk based approach became cumbersome
13. Fixed issue where player moved back by half a tile if new target was set while moving
14. Added stone and snow tiles
15. Pathfinding now done only by server, to minimize sync issues
16. Added skybox
17. Rotation during movement more accurate
18. Combat positioning is better (but still a few minor issues)

Some videos:

- http://einheri.xyz/files/client-4.mp4
- http://einheri.xyz/files/client-5.mp4