

Week 5 Report

Summary/Reflection

We've had a successful week of important bug fixes, player input control for multiple input devices, updated HUD, and additional animations with particle effects. To get the best possible feedback from playtesting we feel that there is additional content to implement into the game (sound, level content, enhanced combat, etc.). Regardless, we are prepared for playtesting with a detailed playtesting plan.

Achievements:

- New updated HUD implemented with animations
- Player input control for keyboard, mouse and controller
- New player character animations implemented (strafe, crawl, legs as arms, etc.)
- A few particle effects implemented
- Important bugs fixed
- Being able aim properly with feedback

Problems:

- Individuals not updating the Sprint Backlogs timely.
- Individuals not doing their hours.
- Animating without IKs is troublesome
- No proper design for the combat log to implement
- Working file having scripts not compiling properly sometimes
- Priorities of tasks changing mid-week
- A couple major bugs

Plans:

- Playtesting
- Bug and build fixes
- Additional level content
- Additional animations
- Additional particle effects