Week 3 Report

Summary/Reflection

Achievements:
- Movement and attacking animations complete on skeleton
- Limbs now work as weapons properly
- Decent progress on Rubiks game mode
- UI functionality complete
- New skeleton model is imported
- New assets for level
- Updated level terrain

Problems:
- Importing skeleton animations
- Getting the skeleton animations working
- UI support for keyboard and different resolutions
- UI design and development, took a lot longer than planned
- Was not able to work on the updated HUD

Plans:
- Finish up UI graphics
- Update HUD functionality and graphics
- Add remaining planned skeleton animations
- Have abovementioned animations working properly in Unreal
- Complete Rubiks game mode
- Implement player profiles
- New skybox
- More 3D assets
- New textures for level assets
- Foliage and particle effects
- Audio overhaul