Chris’s INB381 Sem 2 Progress Log

# Week 1:

* Fixed attacking/walking sound issues
* Reworked animation state machine to better, more clearly, track the player state
  + Using “SetAnimationState” function in Limb blueprint
  + Now using easily edited enum variable that is checked every tick

# Week 2 (20 hours worked):

* Properly checking for all planned animation states
  + Standing, Hopping, Crawling, Cartwheeling, AllFours
* Added a global function library with IsArm and IsLeg helper functions
* Added enum variable for limbs (LimbEnum)
* Almost fully set up all animation state machines on the limbs
* Imported new animations
* Attempted to get them to work (with minor success)
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# Week 4 (19 hours worked)

* Attack trail particle effect
* Footstep and attacking sounds
* Implemented recoil state and associated animations and particle effect, replicated
* Implemented forward/back torso rotation, replicated