# Week 1

* Finished composing and recording music and prepared it for use in the engine
* Implemented the music into the game
* Implemented a depth-of-field effect when the player loses their head
* Started implementing a server browser (for joining games) and server options (for hosting games)
* Fixed some long-standing bugs (null reference errors) in the HUD blueprint
* Added some destructible objects and fixed their replication

# Week 2