# 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 (29 hours)

* Added fog to the map
* Moved all of the bomb detonation logic into its own blueprint and cleaned up the GameState blueprint’s EventTick method
* Corrected the position at which bombs are spawned when the player throws one, and fixed the bomb’s collision detection on low frame rates
* Created a custom GameInstance class to keep track of the game’s overall state as it transitions between menus and gameplay
* Created a functional Options menu (allows the player to change the resolution, VSync, and shadows)
* Created a Host Game menu to start a server with custom parameters (max players, game time, game mode)
* Created a server browser that searches for local games and allows the player to join them without needing the IP address
* Implemented various helper widgets such as a loading screen and an error dialog to provide user-friendly error messages

# Week 3 (28 hours)

* Remade the credits as a separate UMG menu
* Many UI tweaks - improved the readability of the server browser, added title animation, etc.
* Implemented save data for options and player name so it persists between application quits
* Reworked how players choose their name – a dialog appears at first-time startup
* Server options now take effect in the game (round duration, game mode, etc.)
* Rewrote the spawning algorithm so that players spawn in the safest location
* Created and implemented a basic Rewards Chest screen
* Created, implemented, and animated a Round Summary screen that also allows the host to change settings between rounds
* Implemented the scoreboard on the new HUD (after trying several different approaches)