# 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)

# Week 4 (22 hours)

* Completed the new UMG HUD – scoreboard tiles seamlessly, score animations, spider indicates game time
* Implemented support for controller input across all menus

# Week 5 (31 hours)

* Spent a few hours doing Foley recordings for a few dozen different sound cues and material collision sounds
* Added collision sounds for the bomb hitting different surfaces
* Added footstep sounds for different surfaces
* Added atmospheric sounds to the level
* Added controller sensitivity options in the menu (and tweaked the defaults to be more usable)
* Added controller support for slider inputs (another one of those things that was much more involved than one might expect – those widgets are only designed for mouse input, so I basically had to do some fiddly event handling and have one slider handling the input and another one actually showing the value, overlayed on top)
* Added a spectator mode that players are put into after dying or when joining a full game
* Numerous bug fixes:
  + Input is no longer locked up on the server or clients after loading a new round
  + Bomb no longer flies off at weird angles
  + Reimported all existing sounds as mono to support attenuation
  + Max character limit implemented for player names
  + Old skeleton pawns are now properly cleaned up when players respawn