# Week <#1> Summary

## Work Completed Last Week

Last week I started designing my 3D project. Assets were my main focus, this was to check if I could get the correct assets for my idea. I set up a grey box using the starter asset kit and tried playing around with the movement. There is a character in my game that will be my main player.

A video game of a person in a suit

Description automatically generatedA room with a plant in it

Description automatically generated

Last week I was still deciding between first person and 3rd person style of play, for the moment the game will be first person.

Animations were also part of my project last week, I am still currently implementing them.

## Next Week’s Objectives

* Animations to be working
* Design a world/level
* Introduce NPC/Enemy

## Challenges

I struggled with the starter kit movement. I could not get the scripts and inputs on to my character.

When I finally got the player moving, the player would float and when they jumped, they would end up floating into the air. The problem was resolved.

Grey Box

A video game of a person standing in front of a building

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