**Progress Logs**

**August –** Core planning and features that needed to be developed were laid out and documented, then initial setup of the project and learning on Unreal commenced, particularly around blueprints. During late August however, my grandmother passed away, therefore, development was halted until I was ready to be able to develop for the project.

**Sem 27 –** Did initial UI building and incorporation of the player, as well as getting their projectile fixed for the use of damaging AI later.

**Sem 28 –** Added the cooldowns for the two abilities within the game and added the damage to the AI’s.

**Sem 30 –** Added a different player model.

**Oct 1 –** Added the Quest giver component to NPC’s, as well at the displaying of quest dialog and the ability to reject the quest, I also was able to later on in the day, start to accept quests as well as display objectives.

**Oct 2 –** Added location markers in order to be able to complete objective quests. I also edited values within the Health/Mana regeneration rate, as well as the cooldown on spells.

**Oct 3 –** Location Quest’s were ironed out and finialised.

**Oct 18 –** Interaction Quests were completed, and the inventory system was started. An inventory system was needed for the purpose of gathering items to complete quests for the “Gather” objectives.

**Oct 24 –** The inventory system was completed and gather quests were finished on this day. Kill objectives were also completed, with the next goal being to be able to complete quests.

**Oct 26 –** On this day, I was able to do some file management fixes, as well as some UI management. An experience system was the next goal after this was completed.

**Oct 27 –** A base experience system was implemented and completing quests was finished. After this, the primary focus was on fixing bugs and tidying the components of the project.

**Oct 28 –** All quests were converted into using macro’s in order to clean up the main event graph. I also ensured that once quests were completed, they could no longer be completed or accepted again.

**Oct 30 –** Added the ability to chain quests, as well as adding prerequisite quests, ensuring that players complete a particular quest first before they are able to accept another quest within the chain. Objective markers were made the next priority.

**Nov 2 –** Quest Markers were finished, and added that they rotated dynamically, adding a nice visual effect. Started working on a scalar component based on the players level.

**Nov 5-** Fixed an issue which was cause the Objectives\_UI to overlap when the player interacted with anything.

**Nov 11-** Added font to the project, as well as commented on the Quest\_UI Component, while adding some debugging lines of code.

**Nov 12 –** Initially sent my project out to be tested by peers, however, the interact system was faulty and you were unable to interact with anything with builds of the project, but not within the engine. Spent all day trying to fix this but failed.

**Nov 13 –** Fixed 2 bugs. One involving the link to the ThirdPersonGameMode, which was what was causing my builds to be corrupted and not allowing the player to interact with anything and one ensuring that the inventory query would find a slot correctly.

**Nov 18** – Fixed an issue where the Objectives\_UI would overlap over each other if a quest that had 2 objectives had one complete, then another quest was picked up with less objectives.