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We are currently at the research phase of the project. I have been trying to change up the model of the player object to no success. I have tested for 10+~ hours through separate days to no success. We have been trying to import some things into our project and deciding if we wanted to work off something but we were indecisive in our choices. After the first few weeks went by, we kept going back on our old projects, and restarting because things were breaking and we did not know how to revert the changes. The changes do not revert even when we undo changes in Github Desktop and we needed to create a workflow with each other in order to prevent loss time.

We have looked through tutorials of models and all of them request for a skeletal mesh when working with Unreal Engine. We have to utilize an elaborate amount of animation blueprints such as montages and many of which did not work, wasting our time more. At the end of the first few weeks we have settled to use the default Unreal Engine models. The player model simply created too many bugs due to the fact that it is simply built in a way which only supports third person. Unreal Engine had their own first person character but we learned the hard way that trying to tinker with the player character into a model creates a large series of bugs.

On my side, The guns attached to a grip joint that I did not understand as this was my first time working with an Unreal Engine. I had no idea what the weapon code as the gun spawns on the player when they touch the collider for the spawned gun. The first few weeks were just a learning experience because we did not create too many productive things and restarting the project was our most productive choice with the amount of blueprint confusion there was. In conclusion, we learned mostly from tutorials and testings but did not create anything meaningful for our project.

The things I have learned about Unreal engine is that the use of animation is heavily limited by skeletal meshes in Unreal Engine. If you don't have a clear understanding on what skeletal mesh to use and what models to use for what purpose jumping in, you need to do research. My research in this terms of the skeletal meshes and models has been uneventful as I had to scrap all of the work. It was only after some time that it was decided that we needed a fresh start with a new view in our project before we got to making our game.

One of the issues is that when the player model moved forward, the head would clip into the camera due to the animation. We tried fixing this issue by changing the character settings and messing with how the model would appear on the camera. This would not work however, as the model would still clip on the camera occasionally. If we had the camera try to adjust itself too much with the model, the shadow would be messed up and when you run, the model does not line up with your player capsule(player location).

My final resolution for this issue is that I had to simply use the original arms model without it being in third person. It was not simply an import from another file and I got my arms model back because Unreal Engine uses visual coding which does not allow this without some of the code breaking. I had no idea how to fix this even after looking for resources for hours. I have learned that spending too much time on trying to fix one issue is not going to progress the game state. I did not want to be stuck in the same state of being paralyzed by problems I did not know how to solve as of yet. So I decided the best choice was to move forward with a fresh start. Suraj agreed to start a new project with me as he did not make anything either as the jump from Unity to Unreal needed time and he did not know what to do. After scrapping our original project and several other tests projects, we finally ended up in agreement to work on something that will stick