

Kevin Huang

After resetting our projects several times, removing assets from the project due to large file sizes, creating several new projects we have settled on creating our own project. We will try to get baseline assets and create the barebone game because Suraj and I realized that we have wasted too much time being indecisive and confused in our old projects. Utilizing the models and assets in the Unreal Engine first person shooter starter packs assisted us as we were not overwhelmed as much but the choices we had. We were stuck in a state of choice paralysis and we needed to move on and just play with our project.

I worked on the enemy and created a system which the enemy will patrol towards the player. It will stop a certain distance away but it was not playing or doing the things I wanted from the enemy. I had to research certain fixes to no fruition and after talking with Hosni for a bit, I was able to get a direction on how I might be able to fix my enemy movement. I created an enemy spawner which spawns enemies based on a timer instead of a wave.

I made a large demo map to test my enemies and spawns but I ran into the problem that my enemy rotates entirely towards the player and that becomes an issue when they look up at the player. The enemy model looks bugged because it rotates itself and the entire model along with it which makes the feet of the model hover in the air. I saw no fix to this issue even after contacting Hosni. I found no tutorials to fix this issue after an hour and another 2 hours of testing on my own in the blueprint and deciding that a potential fix may be a change to the map. The demo map is a placeholder map to see the changes.

I have added bullets because I will need them to test code involving taking damage for the player or enemy. The issue for this was that the bullets phased through everything. I will speak with Hosni for more advice. The online resources that I have been looking up do not provide a fix within my line of code. In the end, we decided that the best way to progress is to wait for our meeting.

The issue is that both me and Suraj have conflicting schedules. He has internships and classes during the weekdays. I have time off and I have class and work over the week. We were unable to schedule time perfectly and we had to cancel several sessions due to any family issues or medical issues on Suraj's side. We had poor communication which needed to be fixed. Our main method of communication, via text and discord only gave us tidbits of information on what we were working on. We did not see the full scope of each other's work so we just worked on our project.

Suraj has been working on a system for the enemy that I have already created weeks prior which led to some time being wasted. We needed a new strategy that we needed to discuss with Hosni. Meetups are the only way for us to inform each other of work and improve our productivity and we decided to let each other know what we could work on and what we need to create a working demo project. We created a simple planner that assisted us now that we were finally moving in our project and we were able to work on some things without stepping on each other's toes.

Finally, I decided to learn more about terrain and foliage for when we needed to expand our map or add more into our map. I am learning a bit more about fractures from a previous session from Hosni to see if it is viable in our current demo map; However, with the current bugs in our game, it is more pressing to attempt to solve those issues instead. I planned to move into the environment in the following weeks and make any adjustments if needed after meeting with Hosni next week.