Weekly documentation

Weeks	What's been done this week and what are my overall thoughts?	
27th Feb	This week has been dedicated to getting started with the base mechanics for my third person character. I did this because the third person character gives me a base for my game and further development will be easier to plan out and envision. I have been following one of my research sources that being an unreal engine 4 third person shooter tutorial playlist on YouTube, consisting in 17, 12–40-minute videos. I did this because I feel like it was a great approach to learning how to make my first game in unreal engine as it saves a lot of time as everything, I need in terms of information and how certain things such as 'retargeting' works in unreal engine is all in one place. This week I have followed the first three parts of this tutorial series and I have encountered one big problem that resulted in me restarting my whole project again. However, this didn't take as long as the first time. This is because I have been keeping a track of my progress in a separate document the first time and because its step by step, includes screen shots and videos it's taken longer than expected. It took only 4 hours to go through the first three research videos again to get back to where I was. However, this time I downloaded a more recent version of unreal. I did this because moving forward on a more recent version of Unreal Engine 4 will hopefully minimise big project resetting problems from occurring again in the future. The overall process has been slower than expected resulting in only the camera, aiming down sights, and retargeting a skeleton has been done this week.	
6th March	This week has been dedicated to adding my characters weapon model from Unreal Engines 'first person shooter' blueprint and animations in relation to that through aim offsets. I did this because I needed better animations that can blend easily between each other and the use of 'offsets' was the quickest and easiest way to do this. I also worked on bone manipulation of the characters spine. I did this because the character needed more range of motion to help him feel more alive and realistic. This week has gone surprisingly smooth with me avoiding any huge potential issues. I have still been updating the detailed overall progression on a separate document. Now that the weapon model is added I need to make a blueprint that allows the character to fire and aim down sights. This will be done this upcoming week.	

13th March	This week has been quite eventful. I have met a huge milestone within my project as this week has been dedicated to creating my weapon blueprint Meaning that it can now fire and has an aim down sights system. I did this because I wanted the game to have more depth and feel more interactable. I have made a lot of progress this week as I have managed to complete another 3 tutorial videos from my video research playlist alongside documenting it all in detail. In this upcoming week I will be adding head motion to my Third Person Character.
20th March	This week I have been cleaning up all the animations for the third person character including an extra system that controls the characters head to face in the direction of the camera. I did this because it adds more immersion and depth to the character. This also improves how he interacts with the environment. I have made a lot of progress this week as I have managed to complete a further 3 tutorial videos from my video research playlist alongside documenting it all in detail. In this upcoming week I will be adding an 'IK Foot Trace'
27th March	This week I have been able to save a lot of time by skipping my research videos 13-16. I did this because they were not necessary for what I am trying to develop. These set of videos were to do with 'IK Foot Trace' which just didn't seem worth putting that much production time into something so miniscule. This is a positive in the long run as in this upcoming week, I can now move onto a new research source that I have newly found to help me develop an enemy AI which in my case is going to be an alien type enemy.
3rd April	This week I have made a start to my enemy AI by adding a 'navmeshbound' I did this because I needed the enemy to wander around the map to make the game feel more alive and realistic, instead of having the enemy just stand around and wait for the player. In This upcoming week I will be adding a model with animations to my enemy character.
10th April	This week has been crucial to the production of Bradzorg as I have completed another 2 videos of my eight-part AI research tutorial playlist. I decided to download and import Both an alien model and the model's animations from a free, copyright free website named Mixamo. I did this because I feel as though the alien character best fits what my pre-production was aiming for. I also didn't have enough blender knowledge to make my own enemy model from scratch. This also saved a lot of production time. I have not run into any huge problems.

 In the following week I will be continuing with this. |
| **17th April** | This week I have fully completed the eight-part AI tutorial. As a result, I have a fully functioning enemy AI that acts like a zombie but has a model of an alien and is fully animated as such. I have also added a texture to my 'Third Person Character'. I did this because it makes the game look more realistic, intriguing, immersive and overall better. However, this is where I ran into a problem as my character was set up to be able to shoot there was no bullet system for it to shoot the |

	enemy. This resulted in me needing to find another tutorial on how to create a bullet. I did this because I needed my character to be able to shoot in my third person shooter. However, this didn't take much time, so it didn't cause there to be too much unexpected production time to be taken. I now have the base for my third person shooter as I have an enemy AI with health that can damage the player and a character that had a health bar and the ability to shoot. In this upcoming week, I will move onto creating 2-3 building models in blender to create a map layout of Bradford city centre. The first model is going to be the town hall.
24th April	This week has been the biggest setback so far as my 3D model of townhall wont export into unreal correctly. I think I have made a mistake when it comes to duplicating in blender as when I export the completed model with the intentions to texture it in unreal it only shows one of each section that I modelled and duplicated throughout the model to save time as a building that big and complex would have taken way too long to model each groove and window out of one object. I think the best course of action moving forward will be to make a game out of the systems that I have already managed to create in unreal engine so far as it is getting too close to the deadline to go back and fully remodel and texture a new building. This means that my community aspect will primarily be the music from my collaboration with pipeline productions. In this upcoming week I will still attempt to have a similar layout to what was already planned but it won't be anywhere near what I intended for the final production of Bradzorg.
1st May	This week has been dedicated to making the layout of my Bradzorg map I have used a series of small tutorial videos to get basic level design and textures. I took the four main buildings in city park and made them four separate areas and a main open middle. I did this because it makes it more like a game as it allowed me to have each area hold an item/medkit to give the players an incentive to travel around the map. In this upcoming week I will be using everything I have developed so far to create an actual game.
7th May	This week I have used the tools that I have been able to develop to make an area full of enemies for the player to shoot. I did this because this is how arena/wave-based shooters are usually structured. The enemy has been updated to be faster, harder hitting and have a longer attack range. I did this because the enemy couldn't damage the player if they were moving resulting in it feeling too easy. So, I changed all these things to make the game harder and more intriguing, immersive, and fun. I have also added pipelines background music as the community aspect. I did this because it makes the game feel even more immersive, atmospheric, and spookier. I have also prepared to export the final version of Bradzorg.