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Game Tech 266-02
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Energy/ Focus:2

My energy today is once again very low I am very stressed from all the projects going on and just want the quarter to be over but I will push through and get as much as I can done

References: Professors Videos 3 and 4

Overview- Today's session is to get as much work done in general as possible which means I would like to at least get the jump animation working and possibly equip the player with a weapon and get it to move with the animation. If possible I would also like to mess with some of the mechanics such as the rocket jump and possibly starting a new weapon that I can switch between but will need to work on the enemy animations soon.

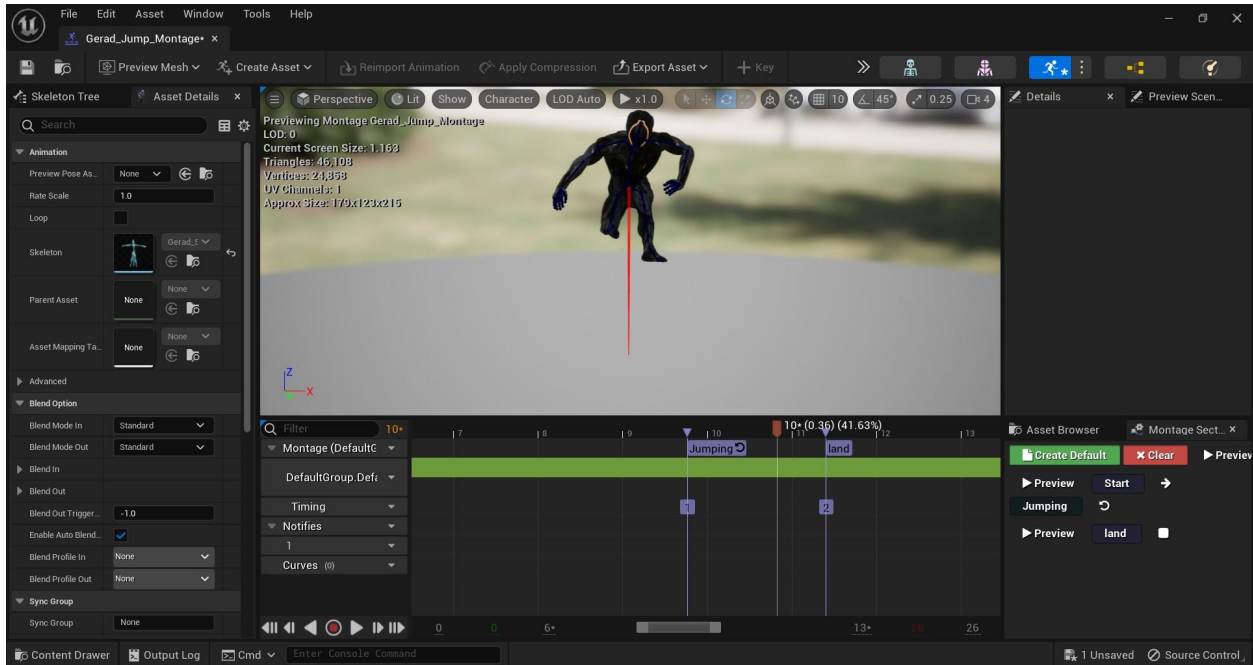
Youtube Video- none

DevLog

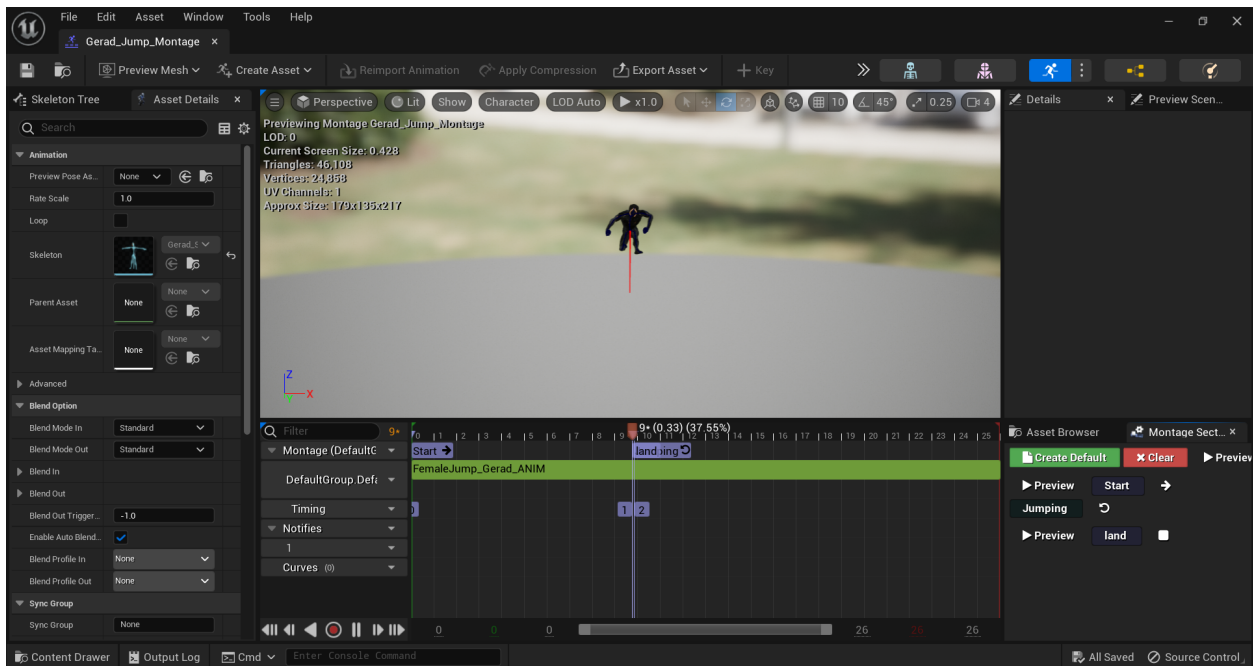
Problem 1: While trying to move my movement over to a blendspace because I thought it would make it easier to do the jump in the end I came across an issue where after I sprinted my character's walk speed would slow down.

Solution 1: My solution to this was just changing the player walk speed from 600 to 400 which made it so that the animation was always consistent

Problem 2: When jumping the animation was glitching out while jumping which looked really awkward

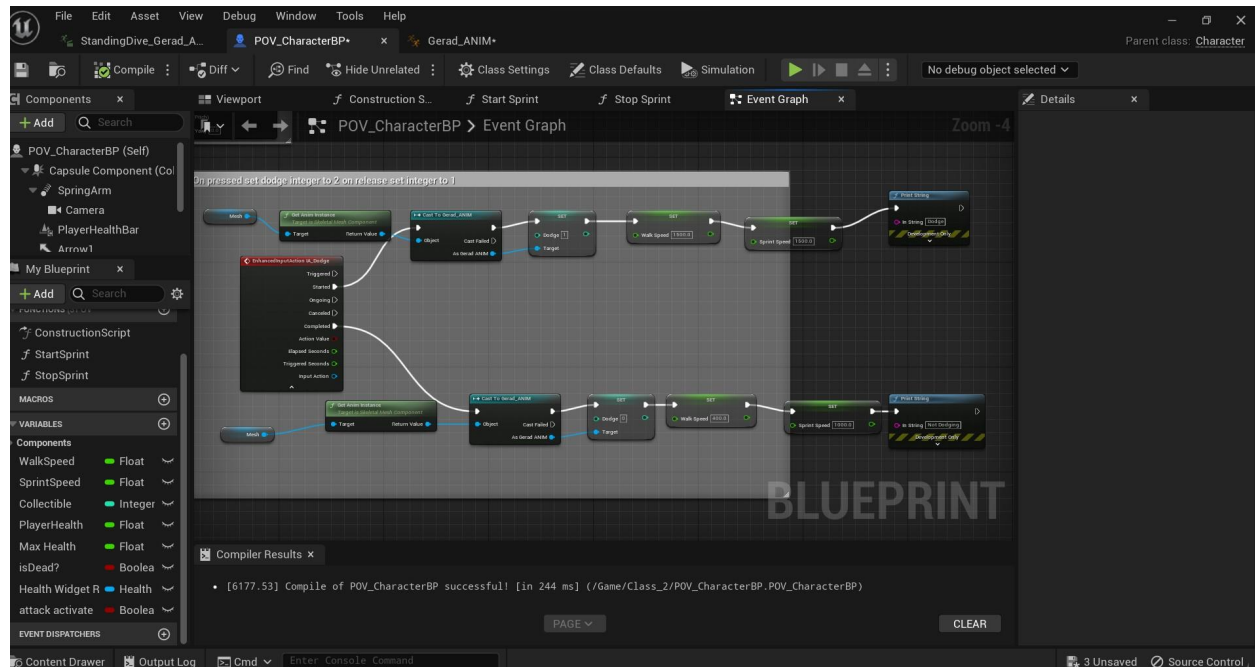


Solution 2: The solution didn't take me to long to figure out I basically just lowered the time between the jumping montage to make it so the jittering isn't very noticeable



Problem 3: After remaking my dodge system and figuring out why my dodge was moving the character forward which was because the animation on Mixamo was not set to in place when I

downloaded it. I came across an issue when trying to make the dodge faster when it is activated where sometimes it would work but only while sprinting and sometimes it would keep the same speed after the dodge was finished



Solution 3: I figured out why the dodge sometimes holds over or at least what causes it when the player is sprinting and dodges but lets go of the sprint first then the dodge button it keeps the speed and can be undone by releasing the dodge first and then the sprint but I could not figure out why the sprint does not increase the speed when walking but have a feeling it has something to do with the fact I have three different speed variables and two that control walk speed but neither worked when plugged in.