

Joey Gadd
Nye Warburton
Game Tech 266-02
April 8, 2023

Energy/ Focus:4

Feeling good today went and worked out and have had something to eat so I am ready to get going (:

References: Christian Wheeler

Overview- This Session is meant to finish getting all my mechanics in. I am striving to add Melee, enemy attacks, and a health bar to the player.

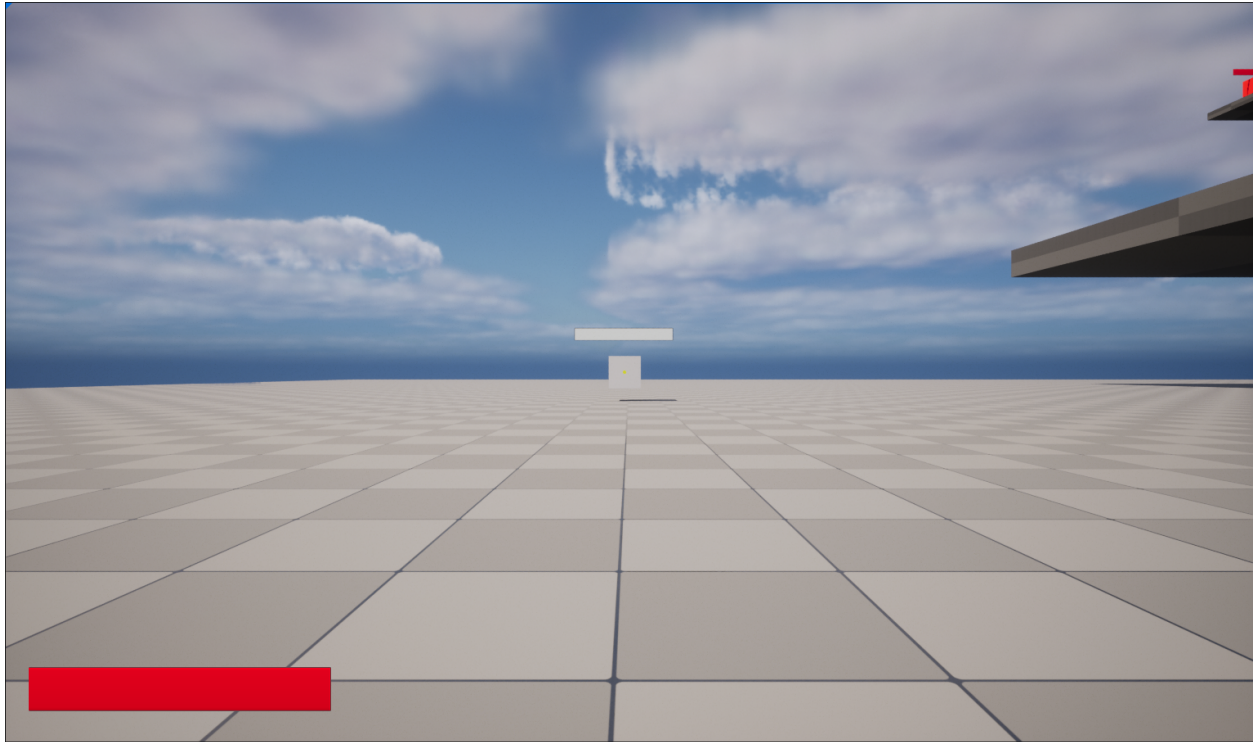
Youtube Video-<https://www.youtube.com/watch?v=5Xdnx3wPNLo&t=283s>
https://www.youtube.com/watch?v=PwDHGhdDG_k

DevLog

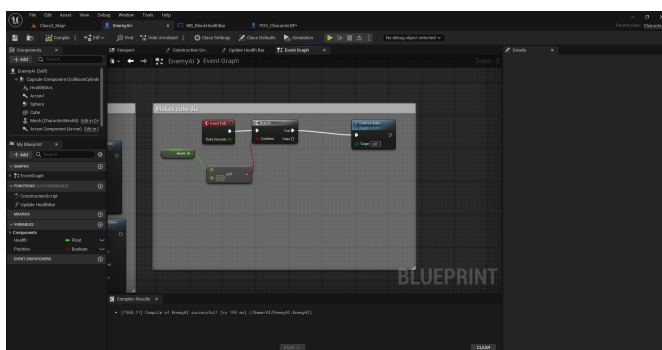
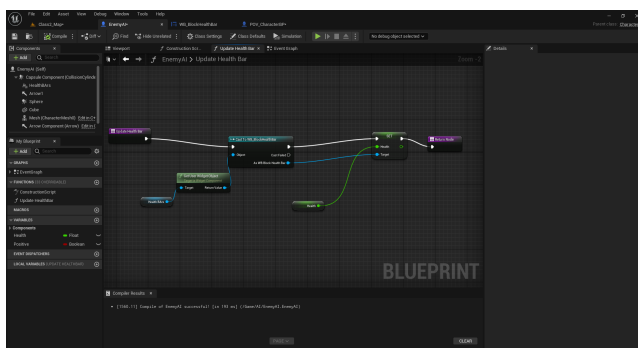
Problem 1: I was having some issues with melee and getting it implemented due to the fact that my player character doesn't have hands or any animation and was having issues figuring out how to add those onto the character

Solution 1: I decided to continue working on other aspects of the project and did not have time to come back to melee.

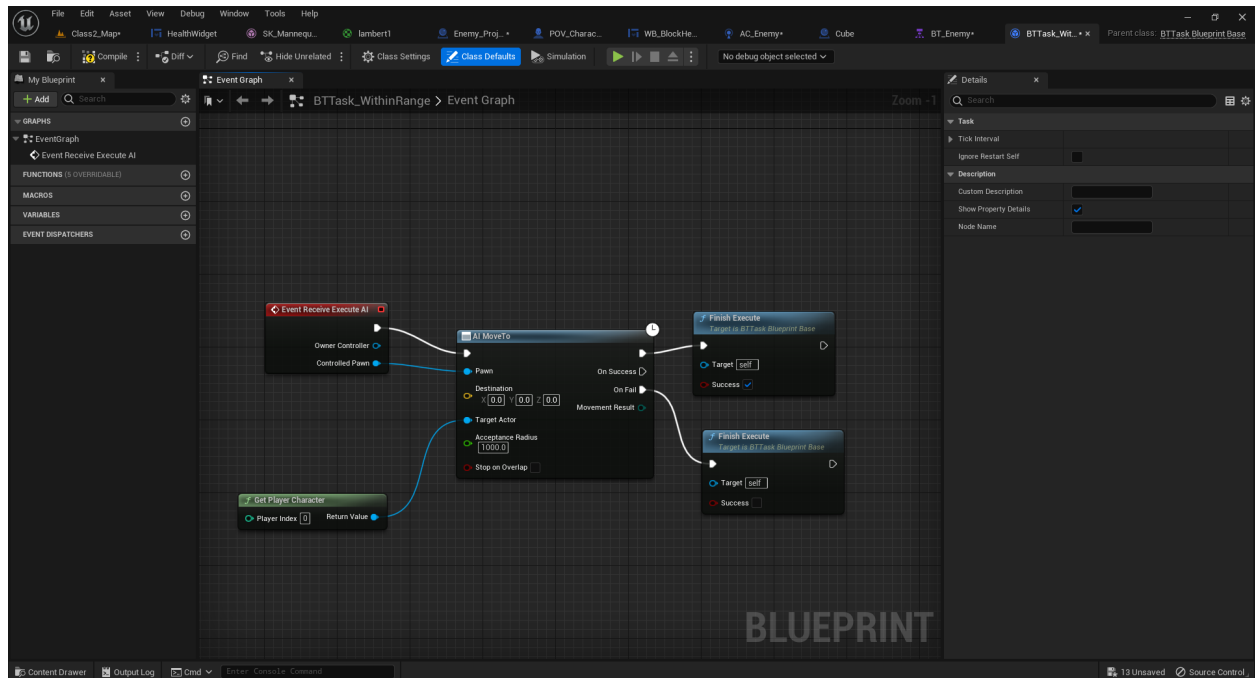
Problem 2: Issue with health bar when moving functions and code over to a player character to make AI. While I was moving code from my actor to a AI the health bar functions and code got messed up so that the health bar was not displayed and did not take damage when shooting at it.



Solution 2: I got the health bar to display by adding a widget into the AI as I had forgotten to add one when making it. I then was able to get the health to display and take damage by plugging in the correct health bar widget as I had the previous actors hooked in. Then I reset up the death code for the AI



Problem 3: While trying to get AI to move, chase the player, and shoot once within a certain distance there were a few issues while trying to work with behavior trees.



Solution 3: The issues were mainly just messing with how the behavior tree worked but specifically in the within range task instead of the AI move to being connected to and finish executing the finish execute needed to be connected to the on success from the AI move to node.

