

Fredag:

(10-15)

- ~~Fix collision/stairs bug~~
- ~~Re-add patrolling~~
- Start by setting up EQS/sensing system
- ~~Reflection/blog~~

Mandag:

(2-3 hours)

- ~~Continue working on EQS/sensing~~

Tirsdag:

(3 hours)

- ~~Finalize EQS/sensing~~
- ~~Set up AI needs~~

Onsdag:

(2-3 hours)

- ~~Finalize AI needs~~
- ~~Set up HUD~~

Torsdag:

(3 hours)

- ~~Finalize HUD~~
- ~~Set up sounds~~

Fredag:

(10-15)

~~-Finish sound setup if needed~~

~~-Gather files~~

~~-Video~~

- Reflection

- Moodle and FTP

- Blog

Notes:

- Introduction to AI and Navigation Systems in Unreal Engine
- Add hunger meter, drains while running, when empty, AI/Enemy runs to a secret spots and eats to fill up hunger meter