

Week 7 Group Status Report (5/13/2025)

Overall Progress

- Graphics/Client:
 - Particle system has been integrated
 - Attempts to debug animation, it is moving now, but rotation is still messed up
 - Audio with FMOD library
- Physics/Server:
 - Fixed the warping issue when moving around
 - Fixed the collisions issue for static-dynamic
- Gameplay:
 - Added flag implementation and capture/drop logic
 - Added 4 of 5 movement power ups
 - Added ability to shoot projectiles
 - Added health system → players can now take damage

Add a statement summarizing the group morale (feel free to be creative in expressing your morale).

- Stressed
- Tired
- Sigh
- Solid for week 7

Thoughts and Concerns



Screenshots from this week:

