Coleman University

And Carry A Big Stick

"Foreign policy just got real…"

Stephen Haines

4/7/14

Game Document Version: 1.0

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Concept Document

Title Page

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3/27/14

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Credit Page

Document Purpose:	Present the game concept as well as giving an overview of the game, its gameplay, and mechanics.
Document Version:	1.0
Working Title:	"…And Carry a Big Stick"
Game Concept:	Action / Third Person Shooter
	Theodore Roosevelt saves the world from time-travelling Communist robots.
Game Document Author:	Stephen Haines

Sign-Off

Project Manager, Document Designer, Level Designer

Stephen Haines :: _____

Lead Programmer, Programming Architect

Katharine Anderson :: _____

Lead Artist, Associate Level Designer

Kevin Smith :: _____

Lead Sound Engineer, Associate Artist

Vance George :: _____

Pitch

Image shown of a dystopian futuristic city; dark, ominous, and eerily grid-patterned.

Our tale begins in the year 2035, where the planet Earth is under the literal iron fist of a robotic overlord. His armies now span the globe, busy remaking the planet in their image while the last remnants of humanity lie huddled in seclusion, with their civilization and achievements a mere memory.

Image shown of a spirited debate amongst futuristic military personnel.

In their very last stronghold in Hawaii, the human resistance has just learned of an insidious plot to eliminate them for good. By sending a disguised robot army a scant decade back in time, the robots can preemptively render current defensive positions uninhabitable to human life to leave humanity even more exposed when the time comes for the machines to rise.

Image shown of a futuristic special forces team under fire as one is furiously hacking into a strange device. Their expressions convey grim determination.

In an act of final desperation, the resistance attempts to sabotage the temporal transport device, but they only managed to modify the destination time before its activation. As the device is activated, the hacking saboteur gets caught in the timestream and is taken along behind the robot army.

Image shown of a robot army stranded in the wilderness, with our lone saboteur hides in the bushes a short distance away.

The undiscovered saboteur and the intended robot army were transported back to the year 1911. Having been sent to the wrong era, the robot commander enacts a backup protocol that will allow the army to accelerate the events leading to the Bolshevik Revolution, take it over, and utilize the upheaval as cover for their operations. Arriving in the wilderness, the robot army begins moving towards its target locations in Russia to build its powerbase while our unnamed saboteur travels south to the United States in search of the one man who could be entrusted with the fate of the future…

Image shown of Theodore Roosevelt standing proudly with rifle in hand.

…Theodore Roosevelt.

Introduction

The game is *And Carry a Big Stick.* It's a 3D third-person shooter game set in the year 1912, branching into alternative history with the tension of fighting an implacable foe to save the free world from robotic domination. The player will take on the role of Theodore Roosevelt, aided by his unnamed saboteur sidekick to thwart the plans of the illegitimate robot regime. The player will struggle against the environment and foe alike using both period-specific and futuristic weapons purloined from the opposition in a fast-paced, level-by-level spree of robotic mayhem to preserve the human race.

The game is primarily designed to appeal to gamers craving a challenge, as a core feature of the game is the "intelligent" A.I. incorporated into the higher difficulty levels.

In short, the major features of *And Carry a Big Stick* are:

- Moderate to Extreme Difficulty: Challenging for players of all skill levels.

- Humor: The game is meant to appeal to those that appreciate the absurd premise.

- Advanced A.I.: Enemies will react quickly to counter your actions.

Game Analysis

Game Description	
Genre:	• Action o Shoot 'em up: Third-Person Shooter
Game Elements:	• Combat • Dodging • Jump • React • Shooting
Game Content:	• Action • Humor
Theme:	• Sci-Fi
Style:	• Realism
Game Sequence:	• Linear
Players:	• 1 Player

Game Reference	

Game Taxonomy:	• Fictional
	    o Sci-Fi
	    o Narrative

Player Immersion:	• Arcade-Style
	    o Narrative Story
	    o Fast-Paced Combat

References:	• Art Style
	    o Realism
	• Battle Style
	    o Third Person Shooter
	• Humor
	    o Absurd Premise
	• Sounds, Locations, & Characters
	    o Real Life
	    o Science Fiction

Game Technical	
Technical Form:	• 3D Graphics o 3D Models • Stereo Sound
View:	• Third Person
Platform:	• PC • Xbox 360 (not included in demo)
Program Language:	• C# • Unity Game Engine

Game Sales	
Target Consumer Group:	• Teens • Young Adults • Adults
Estimated Price:	• $4.99

Game Atmosphere

...And Carry a Big Stick is an action game set in the year 1912. The playable game world of the demo consists of the *H.M.S. Titanic*, which is under attack by an enemy robot task force bent upon turning it into a weapon to be used against the United States. Meanwhile, tensions are high in Europe due to the internecine fighting in the Balkans, which would eventually lead up to World War I. Almost without notice, Russia suddenly goes quiet and their units in the field find themselves without orders.

The demo deposits you on the deck of the *Titanic*, where you take it upon yourself to explore the upper decks and find out what the enemy is up to. Attacks are essentially trigged by ambush, so the player must take care when exploring.

Characters:

Theodore Roosevelt

- Silent caricature of the historical figure

- Main Character

- Utilizes an array of firearms both contemporary and experimental to 1912 as well as
  some weaponry brought from the future

The Saboteur (*Not Appearing in the Demo)

- Support character

- Non-Playable

- Character is used to helpfully convey to the player (via in-game dialogue) their goals for
  the current level

Leon Botsky (*Not Appearing in the Demo)

- Boss of the first level

- Non-Playable

- Encountered at the end of the first level, this boss utilizes an oversized plasma pistol as
  well as grenades to fend off his foes

Vladroid Lenin (*Not Appearing in the Demo)

- Boss of the second level

- Non-Playable

- Encountered at the end of the second level, this boss uses the ability of mind control as well as bodyguard units to protect himself. Controlled players are left stunned, leaving them vulnerable to his bodyguards

Mecha-Stalin (*Not Appearing in the Demo)

- Final Boss
- Non-Playable
- Encountered at the end of the third (and final) level, this boss uses an array of plasma weaponry, triggered environmental hazards, stuns, and additionally summoned robots to defend himself

Level(s):

The only level appearing in the demo will be the *H.M.S. Titanic*. The player will be deposited onto the aft shelter deck, and directed to make their way to the cargo hold on the bow shelter deck. The *H.M.S. Titanic* is currently underway and near the infamous iceberg when encountered near sunset.

Audio:

- Level Music: Fast-paced hard-rock/heavy metal theme to set the atmosphere and pace of the level.
- Weapon Sound FX: Selected for realism where possible, futuristic weapons borrow from classical science-fiction sources of inspiration.

- Enemy Sounds: Enemy voices take inspiration from older 50's/60's Science Fiction, with some modernized processing to add additional metallic feeling.

Gameplay and Mechanics

Opening the Game:

The game opens with a sequence displaying the Science Infection logo (and likely the Unity logo), and then proceeds to the Main Menu, which gives a list of the following options over a graphical render of the game level behind an enemy Grunt:

- Play Game

  This launches into the demo level.

- Briefing

  This screen gives the player a brief intro to the story and the controls scheme for the level.

- Options

  This screen allows the player to adjust the level volume.

- Credits

  This screen takes the player through the game credits.

- Exit Game

  This exits the game after a confirmation.

Gameplay:

The goal for the demo is fairly simple, in that the player must fight their way to the cargo hold in the front of the ship and jump down into it. To do this, they will need to dispatch many enemies without having their health reduced to zero, which would signify the death of the player. Enemies have a chance to drop additional health or ammunition upon death as a reward and to ensure that the player is able to press onward.

Game Modes:

- Single Player Story

Player Controls:

The only supported control scheme for the demo is using a Mouse and Keyboard. The controls are as follows:

- WASD – Standard player movement in the forward, backward, and left/right strafe directions.
- Left Shift – Hold to make the player run.
- Spacebar – Press to jump.
- Left-Mouse Button – Fires your selected weapon.
- Buttons 1 through 5 – Changes selected weapon in the following order:
  - Semi-Automatic Rifle
  - Laser Rifle
  - Gauss Rifle

- o Grenade

- o FTX-3000

Winning:

- Player survives to navigate to the cargo hold at the front of the ship and jump inside.

Losing:

- Player is reduced to zero or less health during gameplay, or leaps over the side of the ship.

End: (*Not available in Demo)

- Defeat Mecha-Stalin within the depths of the Kremlin
- Repel the robot army and send them back to their own time

How this is fun:

- Challenging gameplay
- Classic arcade-style "shoot 'em up"
- Weapon options allow players to progress according to their own style

Game Progression

Fighting solo through the demo, *...And Carry A Big Stick* will have players involved in nonstop action as they explore the upper decks of the *Titanic* to find a way to end the robotic assault on the ship.

The demo consists of the single level aboard the *Titanic*, which is navigated in an open-world manner as they travel to the bow of the ship to descend into the cargo hold to end the robotic incursion by defeating the level boss, Leon Botsky (*not available in demo).

Levels are not repeatable within the same game session, nor is there alternative story or endings.

Mission/Challenge Structure

Each level will begin with the player being deposited on the scene at the starting point. From there, the player will need to navigate to the specified goal for the level, without being slain by the enemies, falling prey to any environmental hazards present in the level, and defeating the associated level boss. Levels may include up to 3 secret areas for the player to find additional health, ammunition, or even secret weapons, though such will not be present in the demo. There are no metagame challenges or missions.

Puzzle Structure

There are no applicable puzzles to this game outside of finding secret areas, which will utilize semi-hidden or easily-overlooked entrances.

Objectives

The main objective of the game is to defeat the final boss at the end of the last level. Objectives per level are largely similar:

- Survive to the end of the level

- Defeat the corresponding boss

- (Optional): Uncover secret areas for increased score

In terms of storyline, the objectives are as listed:

1. Defeat Leon Botsky* on the *Titanic* to prevent it from being used as a weapon against America.

    Not available in demo, replaced with an instant victory upon jumping into the cargo hold.

2. *Defeat Vladroid Lenin at the *Moskovsky Railway Station* in Saint Petersburg so that the player will be able to take a train to Moscow to speed up the journey.

3. *Defeat Mecha-Stalin in the depths of *The Kremlin* in Moscow to end the robot invasion and restore Earth's timeline to normal.

    Levels 2 and 3 are not available in demo.

Play Flow

The demo only offers a single-player mission, with the goal given to the player in the Briefing menu option. There are currently no other mission briefings or updates given during gameplay.

Mechanics

Rules:

- The player may only wield a single weapon at a time

- The player has a limited amount of ammunition with a fixed maximum amount for their weapons.

- The player may only jump while their feet are in contact with a surface below them (no double jumps, or using jumping to scale vertical surfaces)
- The player will not suffer falling damage for falling from heights, so long as there is a floor to land on
- The player will take damage when colliding with an explicit enemy attack
- The player will also take damage if they come into contact with a spike trap or similar construct
- The player will be immediately slain if they fall into a pit that does not have a floor (such as off the *Titanic*)
- The player will be immediately slain if they are compressed (squished) by any environmental hazard (*none present in demo)
- The player will regain health or ammunition if they collide with a dropped package of the corresponding type
- All characters will play a death animation when slain
- In case of player death, the player is returned to the Main Menu
- Quitting to the main menu terminates the active game session

Physics

Game physics attempt to emulate those of real life as closely as possible, though the player is able to direct their movement in mid-air somewhat. Values given are in meters per second (m/s).

Player Movement:

- Walk Speed: 2 m/s

- Run Speed: 5 m/s

- Acceleration: 5 m/s (How fast the player can accelerate to top running speed and decelerate to a stop.)

- Jump Speed: 6 m/s (Applied as force in the Y-direction, tamed by gravity; roughly waist-height)

- Gravity: 9.8 m/s

- Track Speed: 60.0 (Degrees the player is able to turn in a second)

Weapons Fire:

- Bullets: 900 m/s

- Grenade: 7 m/s (Tamed by gravity)

Movement

The player is able to walk, run, jump, and strafe their way through the demo terrain. Turning is governed at 60 degrees a second in directional change, and all player movements are governed by momentum as well as gravity.

Objects

There are only a few objects in the game world that the player can interact with:

- Health Packs:
    - Occasionally dropped by enemies
    - Found in secret areas (*not implemented in demo)

- Ammo Packs:
    - Occasionally dropped by enemies
    - Found in secret areas (*not implemented in demo)
- Plasma Cannon: (*not implemented in demo)
    - Only found in a secret area in the second stage

These objects are all collected by simply running into them with the player character, and cannot be interactively used or moved in any fashion outside of this simple collection method. Once picked up, the game object despawns and the benefit is given to the player character by increasing the relevant resource for the player in the case of a health or ammo pack, or by giving the player access to the indicated weapon in the case of the Plasma Cannon.

Actions

The player does not interact with the environment outside of walking on terrain or platforms. There are no necessary switches, levers, or buttons of any kind during gameplay. There is also no need for picking up or carrying of game objects, or talking to NPCs during the course of the game.

Combat

Combat is the central focus of the game, and the player will only experience brief interludes during the course of exploring a level. As typical in any 3-dimensional shooter game, the player is able to freely target any point along their horizontal axes, though targeting range is clamped to +/- 60 degrees vertically. All characters present are fully attackable, and should be attacked, minus the obvious exception of the player model, as there are no neutral NPCs of any kind.

Combat is fairly straight-forward in that the player and enemies will attempt to defeat their opposite member by reducing their available hit points to zero or below. If that point is reached, the associated character will die, resulting in a game over in the player's case, or a possible health/ammo pack from the enemy. Slaying your enemies makes your journey throughout the level easier, especially as they will chase you throughout the level if you do not.

Reducing an enemy to 50% or less hit points results in a chance that the enemy will flee. When fleeing, the enemy will flee away from the player depending upon their relative position on the z-axis for 10 seconds, after which it recovers its nerve and resumes the assault. This will sometimes allow the player to effectively deal with multiple enemies without taking undue damage or death.

Economy

The game does not feature any manner of economy.

Screen Flow

See [Appendix A.](#) for Screen-Flow Chart

Current Menus:

- **Main Menu**
    - **Play**
        - Launches the Demo, and begins gameplay.
    - **Briefing**
        - Brings up the Briefing screen, which contains a brief intro to the story and

            the control scheme.
        - 'Back' option present to return to the Main Menu
    - **Options**
        - Enters the Options Screen, which allows the player to adjust the game

            volume via slider.
        - 'Back' option present to return to the Main Menu
    - **Credits**
        - Displays the credits for the demo.
        - 'Back' option present to return to the Main Menu
    - **Exit**
        - Allows the player to exit the game after a confirmation.

Game Options

The only game option available for the demo at this time is a single volume slider to adjust the volume level of the sounds and music in the game.

Replaying and Saving

There are no plans for saving game progress at this time as the demo is so short.

Cheats and Easter Eggs

There are no planned releases of cheats or "easter eggs" for the player to find in the demo.

Key Features

...And Carry a Big Stick features challenging, moderately-to-fast paced combat that appeals to gamers of all skill levels. It will feature three fully themed, open levels for the player to explore as one of America's most famous presidents, while destroying increasingly difficult enemies and their associated bosses.

As the game is intended to run on XBox as well as PC, it will have access to a sizeable audience interested in a violent romp through the early 20th century.

Selling Features

- Responsive A.I. that reacts to the player
- Extreme challenge at highest difficulties
- Goofy premise appealing to today's youth
  - Targeted market would include Teen, Young Adult, and Adult players

Appendix A: Screen-Flow Flowchart

Player Starts Game

Intro Splash
Studio Splash Art

Main Menu

Menu Option Selection

Play Game

Briefing

Options

Credits

Exit

Pause

Game Closes
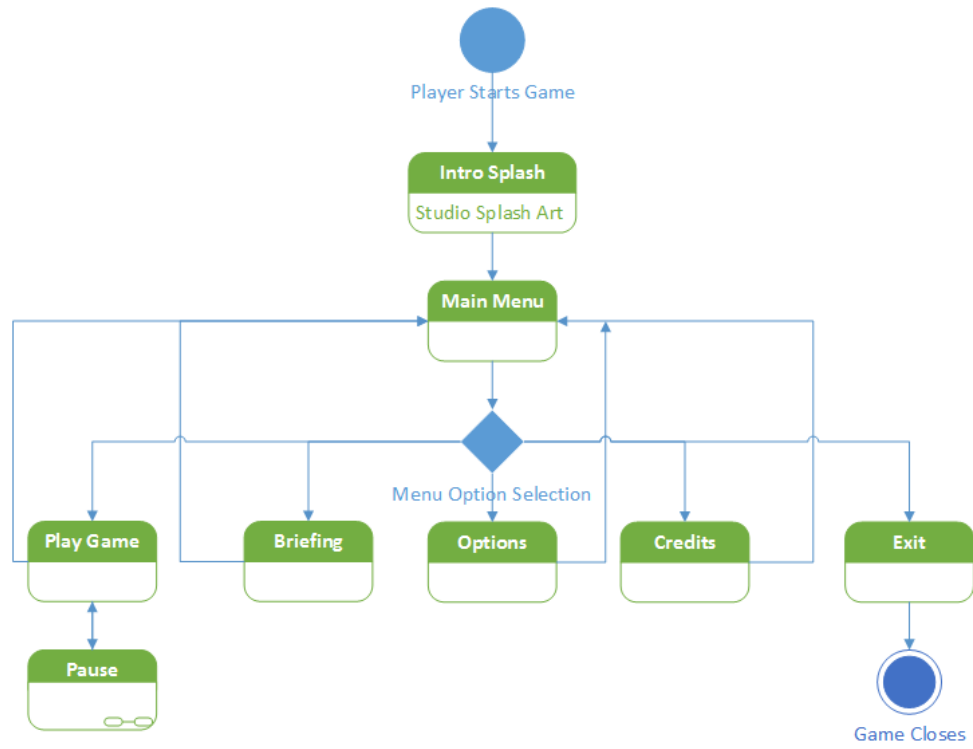
Design Document

Title Page

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And Carry A Big Stick

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4/15/14

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Design Guidelines

Gameplay needs to focus on responsiveness of controls due to the planned difficulty of the game; we want players fighting the enemy, not our implementation.

General concerns when coding:

- Clean, legible code
    - o Comment everything
    - o Make calculations transparent for simple corrections
- Flexibility
    - o Keep things as modular as possible for future expansion
    - o Avoid hard-coding values

Creative elements need to be either period-specific, or something that will have been obviously modified by the enemy with futuristic elements. Somewhat poorly disguised Cyber/Steampunk-ish integration with period-specific items is the preferred method, however items that are very obviously futuristic will be permissible as long as the logic behind it is sound. The overall goal is to portray the enemy army as being somewhat bumbling but making an effort in their attempts to remain hidden to the casual observer. The deeper into robot territory we go (farther along in level), the less care is taken in regard to disguising themselves.

Game Design Definitions

- Menus are handled via separate Unity Scenes.

- Synopsis:
  - The player plays the part of Theodore Roosevelt, who has set out to stop an army of time-travelling robots from destroying the human race posing as Russian Communists.

- Gameplay:
  - Player explores the level, avoiding or slaying enemies with several different weapons, then proceeds to defeat the level boss to proceed to the next level.
  - Health and Ammunition are replenished via random drops from enemies or static spawns in secret areas.
  - Level bosses are significantly tougher than normal enemies, and also possess unique abilities. (*Level bosses not available in demo)

- Level Progression:
  - How to Succeed:
    - Successfully traverse the level without dying.
      - (Demo Only): Navigate to the cargo hold on the bow of the ship.
    - Defeat the end boss (*not implemented in demo)
  - How to Fail:
    - Player is reduced to zero or less health via damage taken from enemies.
    - Player is instantly slain by leaving the map boundary, or crushed by an environmental hazard.

> ➢ (Demo Only): Only accomplishable by jumping off the side of the *Titanic.*

- Game Progression:
  - o The player proceeds to the next level if they complete the current level.
    - ▪ Note: There is only the one level available in the demo, victory in the demo will take you to the Credits page, then back to the Menu.
  - o If the player fails the level, they will be returned to the beginning of the level after a prompt asking if they would like to try again.
    - ▪ Note: The demo will return you to the Main Menu after notifying you of your death, as there is only the single level available.
  - o If the player terminates the game session, no data is saved due to the small nature of the game.

Game Matrix

Please see Appendix A for full disclosure of properties belonging to player and antagonist entities.

Game Flow Chart

Please see Appendix A for full charts of game object interactivity.

Player Elements

The following elements are at the players disposal:

- Several weapons with varying damage values, effects, and ammunition types.

  - (Demo Only): Weapon unique effects and ammunition types are not available for the demo release.

- The ability to run and jump to both approach enemies and to avoid their attacks.

- Associated names in code for implemented weapons are as follows:

Weapon Name	Weapon Type ENUM
Semi-Automatic Rifle	SEMI
Laser Rifle	LASE
Gauss Rifle	GAUS
Grenade	GREN
FTX-3000	FISH

- In-Game Graphics for the specified weapons are as follows:

Semi-Automatic Rifle
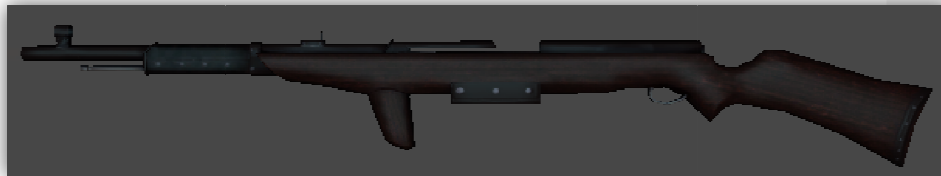
Laser Rifle

Gauss Rifle
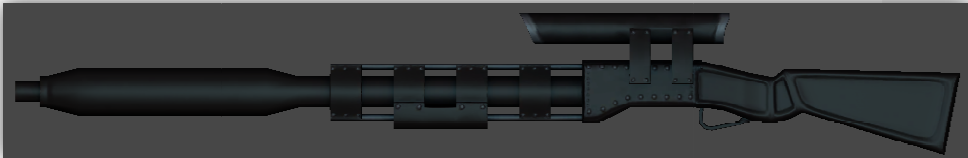
Grenade

FTX-3000

Рыба ублюдок 3000
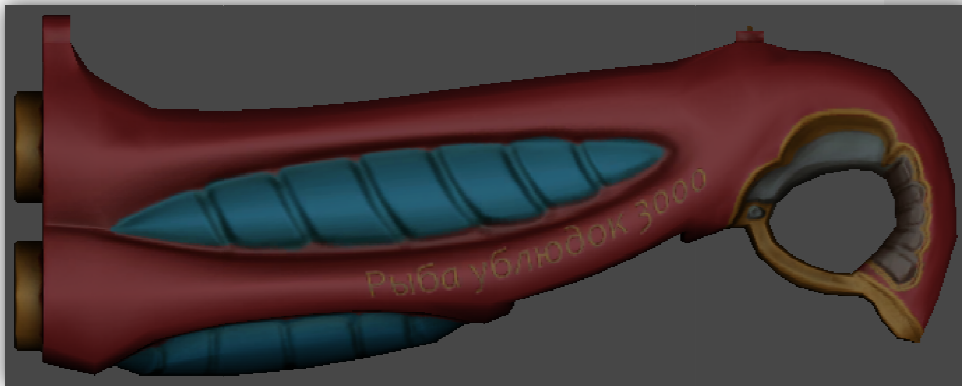
- Associated names in code for pickups are:

Pickup Name	Pickup Type ENUM
Health Pickup	HEAL
Ammunition Pickup	AMMO

Health Pickup

Ammo Pickup
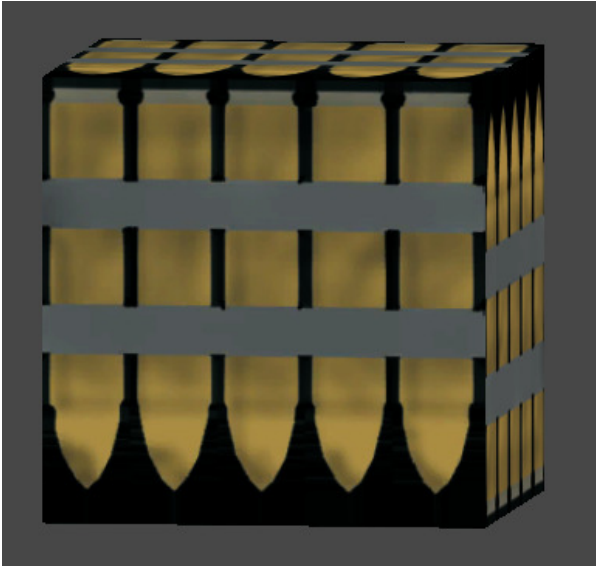
Player Definition

The player in *...And Carry a Big Stick* is the protagonist character, which has freedom of

control and movement with which to navigate the game world.

Actions available to the player are:

- Walking and Running forward, as well as backward

- Strafing in the left and right directions

- Full three-hundred and sixty degree turning

- Aiming sixty degrees above and below the horizontal

- Jumping approximately a meter in the air to avoid enemy fire, take advantage of terrain, or explore accessible areas

- Switch between any available weapons, and fire them to destroy enemies

Information available to the player includes:

- Current hit point total

- Current ammunition level

- Which weapon is currently selected

The player will begin the demo with full hit points, and 100 rounds of ammunition. They will be equipped with the following weapons:

- Semi-Automatic Rifle

- Laser Rifle

- Gauss Rifle

- Grenades

- FTX-3000

The player will then proceed to navigate toward the specified victory condition, which happens to be gaining access to the Cargo Hold at the front of the ship. Successfully leaping into the Cargo Hold triggers the completion of the level. If the player is reduced to zero or less hit

points, or if they leap off the side of the *Titanic*, the player will fail the level and be returned to

the Main Menu to try again if they wish. A success will normally mean progressing to the next

level, however the demo will only play the Credits and return the player to the Main Menu

after.

Player Properties

The player has the following properties:

- Health
  - A maximum (and starting value) of 100 hit points. Health is depleted by taking

    damage from enemies.

- Weapons
  - Semi-Automatic Rifle
    - Standard issue rifle that fires once per trigger pull (button press).

      Ubiquitous in this era with mediocre damage and fire rate, this is

      intended to be used when you intend to save ammunition for heavier

      fights.

  - Laser Rifle
    - Futuristic weapon that intensely focuses light, this weapon deals

      increased damage at a cost of higher ammo consumption.

  - Gauss Rifle

- Similar to its cousin the Railgun, this futuristic weapon uses magnetic coils instead of rails to accelerate its projectile. This weapon deals high damage in a burst, but consumes a high amount of ammo as well as requiring a longer reload time.

  o Grenade

  - An experimental weapon for this era, this is a precursor to the standard fragmentation grenade. Explodes on impact, dealing enormous damage but consumes your ammo very quickly. Use sparingly.

  o FTX-3000

  - Weapon of unknown origin and power, found on the side of the road. Use with extreme caution, and at your own risk.

Player Rewards

There are 2 different item types the player can pick up with a positive effect:

- Health pickup
  o Replenishes 50 of the players missing hit points, up to their 100 hit point maximum.
- Ammunition pickup
  o Replenishes 50 of the players missing ammo, up to their 200 maximum.

User Interface (UI)

Inside of Menus:

The player is able to use the mouse to point-and-click which menu option they want to select. Menu options will be displayed down the side of the screen, in a list that is easy for the player to interpret.

Inside the Game:

The player is given control of the character, with an over-the-shoulder, third-person style camera view. Controls are largely recognizable and consistent with most 3D shooter games utilizing the following controls:

- Left-Mouse Button - Fires currently selected weapon.
- Mouse X and Y Axes - Adjusts the player's heading and vertical aiming point respectively.
- WASD - Allows for movement in the forward, backward, and left-right strafe directions.
- Left Shift - Held down to allow the player to increase to running speed.
- Spacebar - Allows the player to jump roughly waist-high in the air.
- Esc - Pauses the game

Heads-Up Display (HUD)

The in-game HUD is intended to be simple and convey what the player needs to know in the least amount of space possible. It features:

- A Crosshair

- o Crosshair is sighted for an "average" distance from the player as the camera and weapon firing points do not coincide. Feedback via bullet trials helps the player tune in their accuracy.
- o Crosshair defaults to white, however will highlight Yellow if you have an enemy in your sights, and highlights red briefly if you successfully damage an enemy.
- A Status HUD (located at rough bottom of screen)
    - o Large Box on Left
        - ▪ Displays current health percentage of maximum.
    - o Red health bar along bottom
        - ▪ Offers a graphical representation of your current health.
    - o Large Box on Right
        - ▪ Displays your current ammunition level.
    - o Boxes along the top-middle
        - ▪ These contain icons showing what weapons you have access to, and which weapon is currently equipped via a small green indicator just below the corresponding box.

Player View

Antagonistic Elements

The main antagonists for the game are the level bosses, which are as follows:

- Leon Botsky (*Not appearing in the demo)

    o First level boss, encountered on the *Titanic*.

    o He is armed with a specialty plasma cannon wielded as a pistol, as well as grenades which are thrown at the player. Dimensions involve him being roughly half again your size, his attacks are designed to be avoided.

- Vladroid Lenin (*Not appearing in the demo)

    o Second level boss, encountered outside the train station in St. Petersburg.

    o Travels unarmed, though maintains two specialist bodyguards armed with rapid-firing plasma rifles. Lenin will also target the player with "streams" of propaganda that must be avoided to not suffer a 2-second stun.

- Mecha-Stalin (*Not appearing in the demo)

    o Third level and final boss, encountered in the depths of The Kremlin in Moscow.

    o He combines the danger of both prior bosses with plasma weaponry and propaganda to avoid, however he will also periodically summon additional guards to defend him as well as triggering pits in the final area the player must avoid.

Standard enemy types encountered during play:

- Berserker (*Not appearing in the demo)

    o Melee unit that duel-wields falchions. High damage, fast-moving.

- Grunt

  o Standard ranged unit with a Gauss rifle. Average damage and movement.

- Grenadier

  o Grunt variant that throws grenades instead of wielding a rifle. High damage,

  prefers to keep a distance. Low hit points.

- Mine Layer (*Not appearing in demo)

  o Short, wheeled unit that drops mines on the ground. Very high damage, mines

  must be avoided or detonated from a safe distance.

- Tank (*Not appearing in demo)

  o Heavily armored quadruped with a medieval-style lance as well as a Plasma

  Cannon. Attacks must be avoided, the player will need to level significant

  firepower against this enemy type.

- Engineer (*Not appearing in demo)

  o Short biped that assembles walls to block player fire, unarmed by themselves.

  o Natural synergy with Grenadiers.

Associated names in code for demo enemies:

Enemy Name	Enemy Type ENUM
Grunt	GRNT
Grenadier	GREN

Antagonistic Definitions

Antagonistic elements in the game consist largely of anything that moves that isn't the player. Exploration and combat are the main challenges of the game world, and require the player to make informed decisions on how best to proceed. Each element will have its ownrules and A.I. properties to ensure that the player is adequately challenged.

Antagonistic Properties

Most antagonistic elements will have terribly little in common as the types are widely varied, however of the two types of enemies implemented in the demo, the enemy units will possess the following:

- A Health Pool
  - Determines enemies' current health and therefore ability to receive damage.
- A Weapon
  - Sets the values for how the enemy attacks, in what manner, and at what distance. The weapon contains the following information for the enemy:
    - Projectile Damage
    - Rate of Fire
    - Weapon Spread (used for accuracy)
- A Flee Chance
  - Enemies have a chance to flee when reduced to 50% or less of their maximum health. The exact chance varies between enemy types.
- Minimum and Maximum Range
  - These ranges determine how far away the enemy can be before they will attempt to close the distance to you, and at what point they will cease chasing the player.
- Hit Chance
  - Standard "Chance-to-Hit" roll value used for enemy accuracy.

Enemies will also possess the following A.I. states:

- ATTK (Attack)

    o Executes offensive actions intending to result in the demise of the player.

- IDLE (Idle)

    o Executes a basic, short-range wandering logic until the player enters Line of

        Sight.

- SPWN (Spawn)

    o Executes actions immediately after the enemy is instantiated. Typically involves

        travelling to a certain location depending upon spawn point.

- DEAD (Dead)

    o Executes logic in the case of the enemy being reduced to 0 or less hit points.

- FLEE (Flee)

    o Executes logic that results in the enemy running away from the player.

Antagonistic List

The demo will only contain enemies of the following types:

- Grunt

- Grenadier

Enemies will be spawning from blind spots around the deck and upper levels of the *Titanic*, triggered by invisible objects the player walks through. Based upon the side of the ship they are on, they will proceed to walk toward the nearest side of the ship and await Line of Sight to the player.

Artificial Intelligence (AI)

For demo purposes, the enemies will have a limited number of states:

- SPWN (Spawn)
  - This is the initial state for all enemies as they spawn. They will immediately head toward the closest edge of the ship from their spawn location, so as to establish Line of Sight down the long corridors of the *Titanic*. Upon reaching their destination, they will enter the IDLE state if they do not have Line of Sight to the player, or they will enter the ATTK state if they do.

- IDLE (Idle)
  - Enemies in the Idle state will wander a short distance from the location at which they entered the state, in a random direction some 2 meters at a time. Enemies can only enter the ATTK state from IDLE, as they do so when the player enters Line of Sight.

- ATTK (Attack)

  - Enemies enter the ATTK state when the player is within Line of Sight. If the player is outside of their maximum range, they begin to close with the player until they reach their minimum range, at which point they stop. Once they are within their maximum range, they will begin firing at the player in the attempt to kill them. From the ATTK state, the enemy can enter the FLEE state if they take the required amount of damage and fail the check against their flee chance, or they will be slain and enter the DEAD state, which takes care of actions necessary upon enemy death.

- FLEE (Flee)

  - Enemies will enter the FLEE state from the ATTK state if they have lost 50% or more of their maximum hit points, and failed a check against their chance to flee. Enemies fleeing will run directly away from the player for a period of 10 seconds, and are unable to attack during this time. After this point, they may enter the ATTK state if they still have Line of Sight to the player, they may enter the IDLE state if the player is out of their range and Line of Sight, or they may enter the DEAD state if they are slain while fleeing.

- DEAD (Dead)

  - Enemies enter the DEAD state if their hit points have been reduced to or below zero. At this point, the enemy stops attacking, plays any associated death animations/sounds, and is removed from play.

Enemy is Created

SPWN (Spawn)

Enemy clears spawn zone

FLEE (Flee)

Enemy is Fleeing

Update()

Is Enemy Fleeing?
Is Player in LOS?
Enemy HP <= 0?

IDLE (Idle)

Enemy Wanders

Not in LOS

No

Fleeing

Flee Timer Up?

Yes

Player in LOS

ATTK (Attack)

Tracks Player
Closes to Range
Checks to FIre
FIres

DEAD (Dead)

Enemy has Died

HP Less than 0

Enemy Destroyed
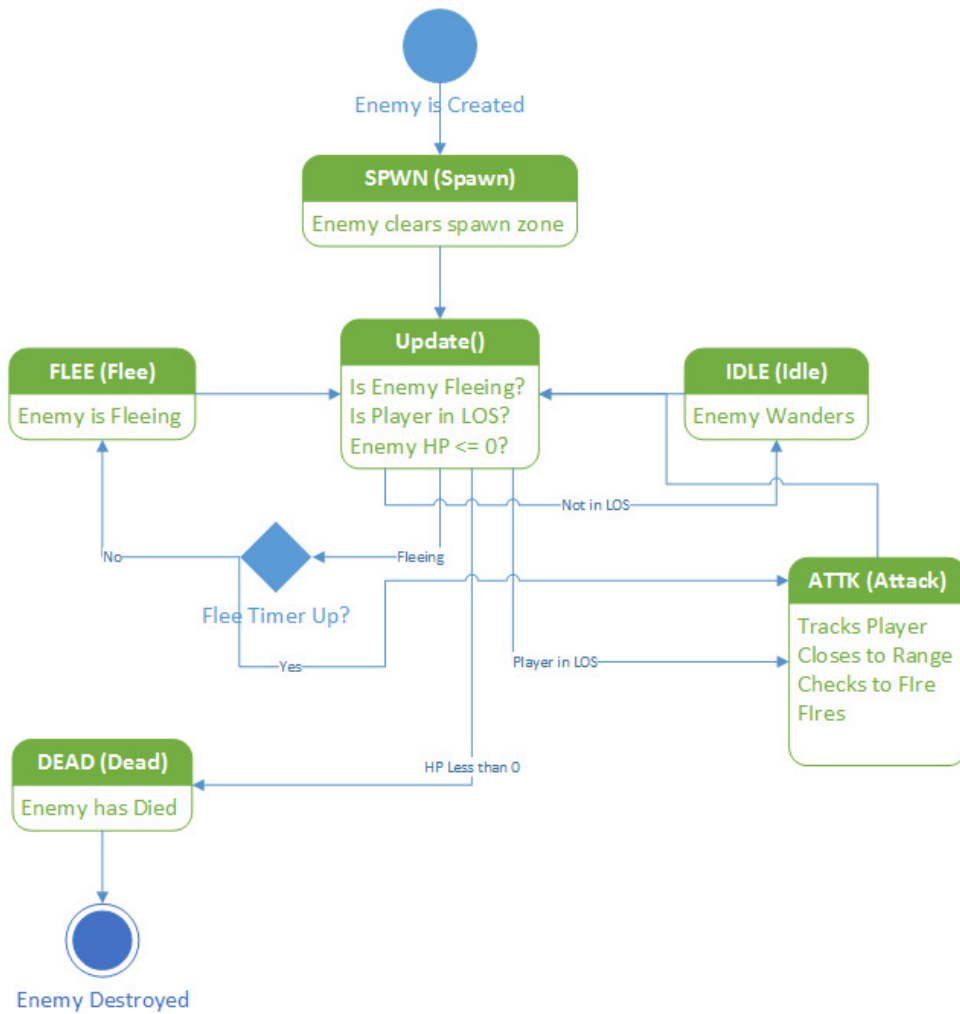
Global Game Elements

The following items can be considered to be global game elements for the demo:

- Third Person Camera
  - Over-the-Shoulder third person camera view, follows the player throughout gameplay.
- The *Titanic*
  - The *Titanic* comprises the terrain for the level, and is neutral as it does not favor either the enemy or the player in any way.
  - The *Titanic* has boundaries that are low enough to jump over, however doing so results in the immediate death of the player. These are fairly obvious as they are the locations at which the boat ends.
- Skybox
  - Simulating late afternoon where the sun is dipping toward the horizon.
- Water
  - Scenery.

The Story

(**Note: The following story is for the overall game, this is not implemented in the demo)

The story of the game begins with the introduction of the premise at the beginning of the game. Robots have all but eliminated humanity in the future, however a small band of humans manage to raid an installation containing a new time-travel device that was being used to preemptively destroy defensive locations prior to the fighting. The lone survivor of this

mission is taken backwards in time after sabotaging the destination year as the robot task force departed. After arriving in the year 1912, he then seeks the assistance of Theodore Roosevelt, a decorated war hero and quite possibly the only person tough enough to defeat the robot army. With some convincing, they set out across the Atlantic to see the truth and stop it if they can...

Level 1:

The player enters the level after a short cutscene where the *Titanic* was spotted by the ship's crew. As it becomes obvious that there's something weird going on, the ship changes course to intercept and Teddy manages to climb aboard, only to be attacked by the robots. While slogging his way toward the stern of the ship, he receives periodic updates from the Saboteur regarding the lack of passengers on the boat, and then the revelation that it is being developed into a large weapon to be used against the United States. Teddy makes his way to the stern and ends up engaging Leon Botsky in the cargo hold after riding a crane hook down. Once Botsky is defeated, the player is treated to a cutscene in which they take the helm and drive the *Titanic* into the notorious iceberg to scuttle it and prevent its use against the United States. Teddy is recovered from the water and they continue their journey to the port of Saint Petersburg.

Level 2:

A short sequence greets the player as their ship docks in Saint Petersburg, only to come under immediate assault from the robots. The player is directed to fight their way through the city while the Saboteur works on a new plan, and is told that he's heading for the Moskovsky railway station as that is their best bet to get to Moscow without walking. The player continues

through the level and encounters Vladroid Lenin right outside the railway station. After the defeat of Lenin, a cutscene shows the player and Saboteur jumping onto a departing train, presumably heading to Moscow.

Level 3:

The level begins with a short sequence of jumping off the train early to prevent being caught by the robots in the middle of the Leningradsky railway station. They are soon spotted and Teddy must slog his way through the city and confront Mecha-Stalin in the depths of The Kremlin. Once defeated, the remaining robots agree to restore the timeline and travel back to their own period. The world is safe, and no one the wiser regarding the brush with fate the human race nearly experienced.

The Story Copy (in-game version)

Sample given for the *Titanic* Level:

(**Note: The following story is for the overall game, this is not implemented in the demo)

Cutscene begins with the ship approaching the *Titanic:*

Saboteur: "That looks to be the *Titanic* there, but there seems to be something wrong. I'm going to have the Captain bring us in for a closer look…"

After a few moments as the ship continues to approach:

Saboteur: "It looks like the ship has been taken over by robots, we'll see if we can pull up next to it so you can board and investigate."

The player's ship pulls up next to the *Titanic* and Teddy climbs up the side via grappling hook. Immediately upon arrival on the deck:

Saboteur: "It looks like they're doing something weird to the ship. See if you can make it to the stern, there's a lot of activity around the cargo hold there!"

The player then navigates the level without interruption, and arrives at the cargo hold:

Saboteur: "The robot in command is in the cargo hold, make your way down and see if you can take him out. We should be able to learn much once we've put a stop to the attack!"

The player then fights Leon Botsky, and after his defeat:

Saboteur: "Crap! It looks like they're converting the ship into a massive bomb! This thing will take out the entire eastern seaboard if we let it get to the United States! Get up to the bridge while I think of how we can handle this!"

Cutscene showing the player running out of the cargo hold, fades to black, then shows the player entering the bridge:

Saboteur: "Okay, this is where things get ironic! We can't disarm the weapon by conventional means, but the passengers are definitely not on the ship. What we're going to do is scuttle the *Titanic* to ensure that it is unrecoverable for now. Take the helm, and drive the ship straight into the iceberg ahead!"

Cutscene continues with the player taking the wheel, and crashing the *Titanic* into the iceberg as indicated:

Saboteur: "Great job! Now you'll need to escape the ship! Run out to the deck, find something that will float, and hold on, the Captain refuses to get close to the sinking ship. We'll pick you up as soon as he thinks it's safe!"

Teddy is then shown running out to the deck, grabbing a life preserver and jumping into the water after the *Titanic* is mostly underwater. He is then pulled onto the original ship and continues on:

Saboteur: "It's going to be an interesting trip to Saint Petersburg…"

Characters

Theodore Roosevelt

Leon Botsky's Head

Grunt
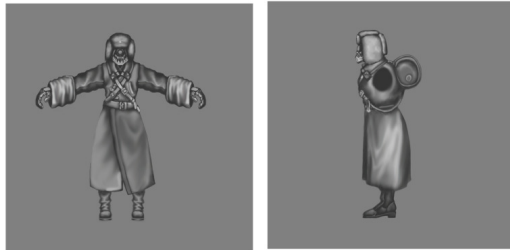
Boat Deck
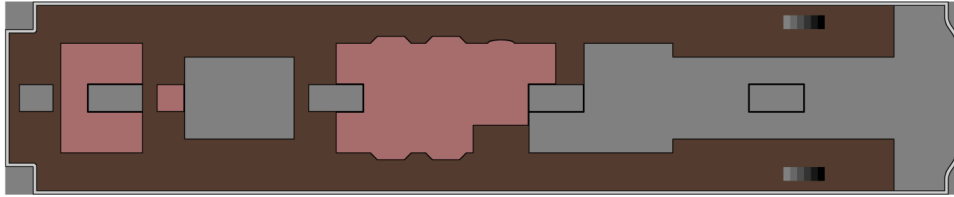
Forecastle / Booty Deck
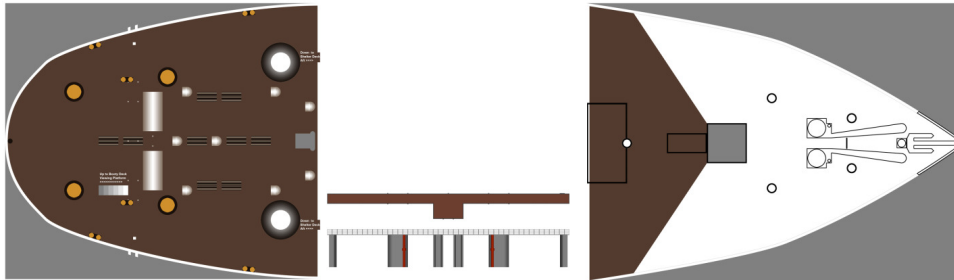
Promenade Deck
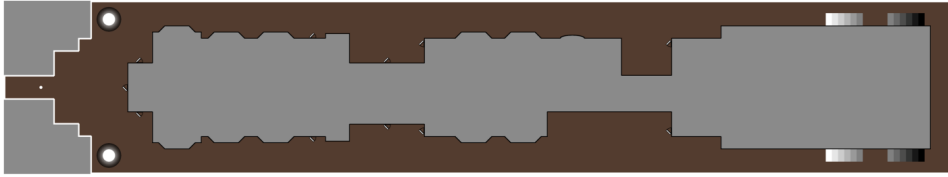
Bridge Deck

Deck Elements
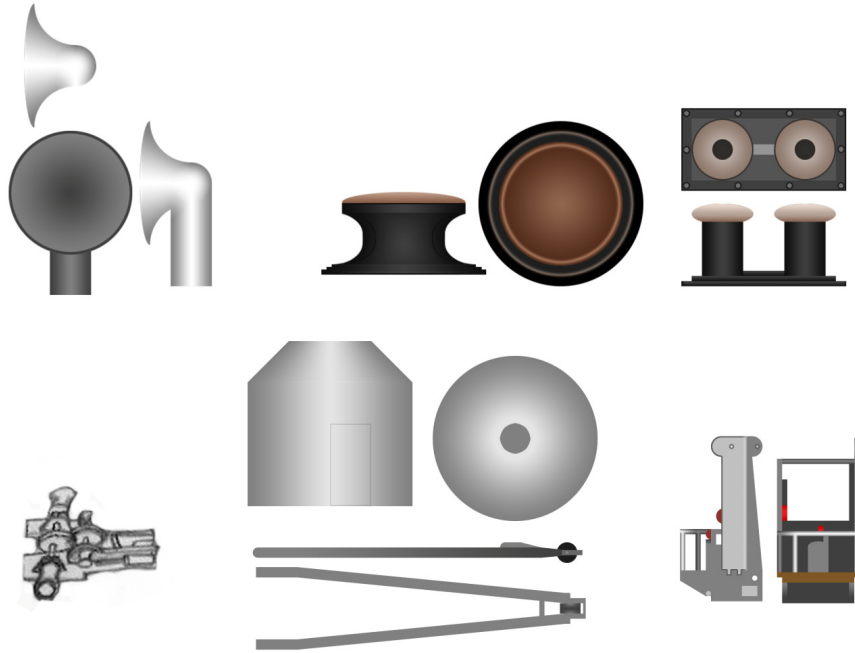
Deck Elements

Shelter Deck

Up to Poop Deck
<<<<<<<<<<<<<

Up to Bridge Deck
>>>>>>>>>>>>>

Up to Poop Deck
<<<<<<<<<<<<<
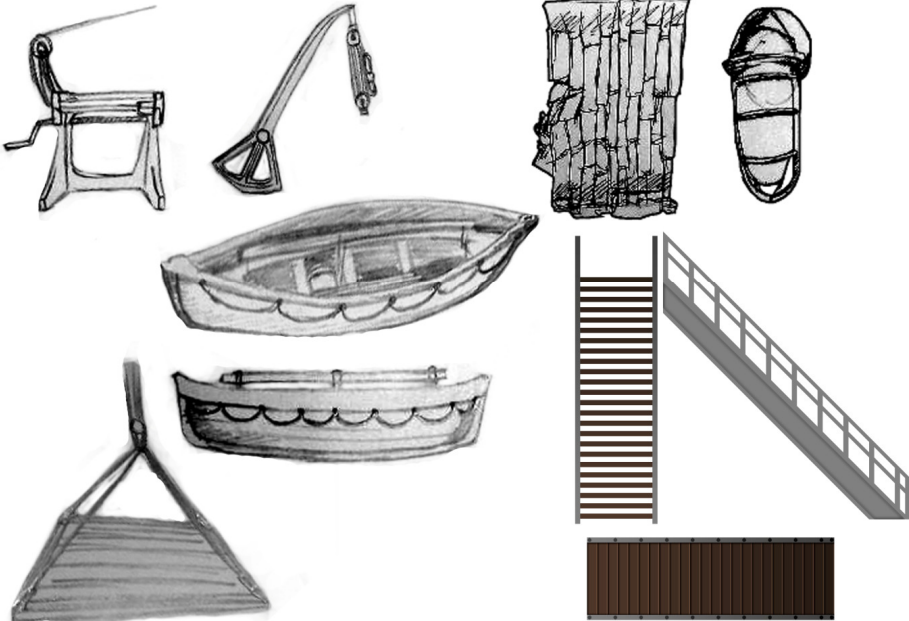
Up to Bridge Deck
>>>>>>>>>>>>>
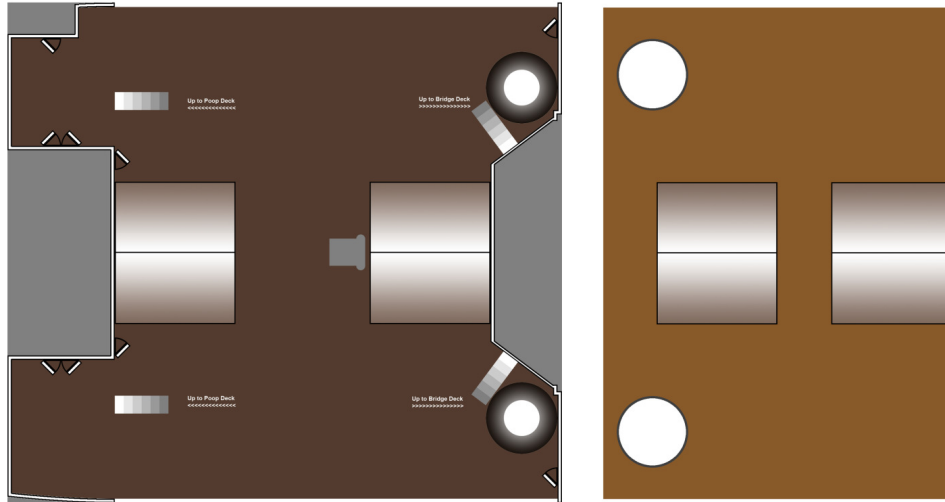
Decorative Elements
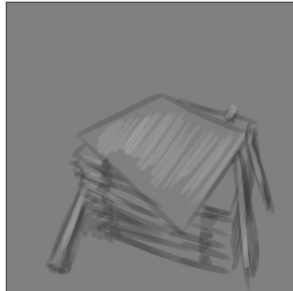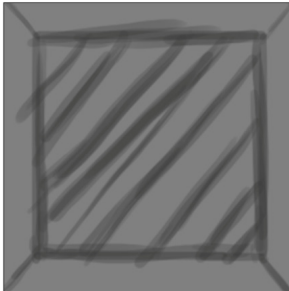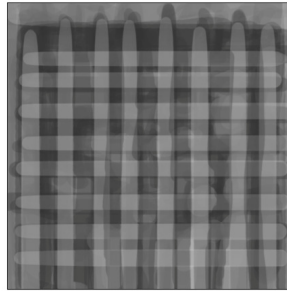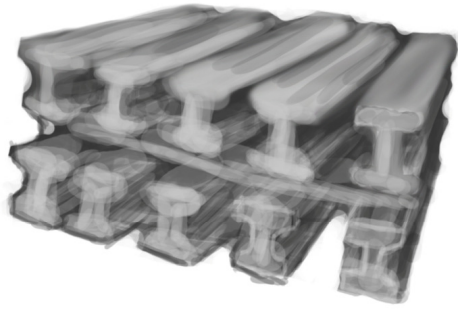
Decorative Elements
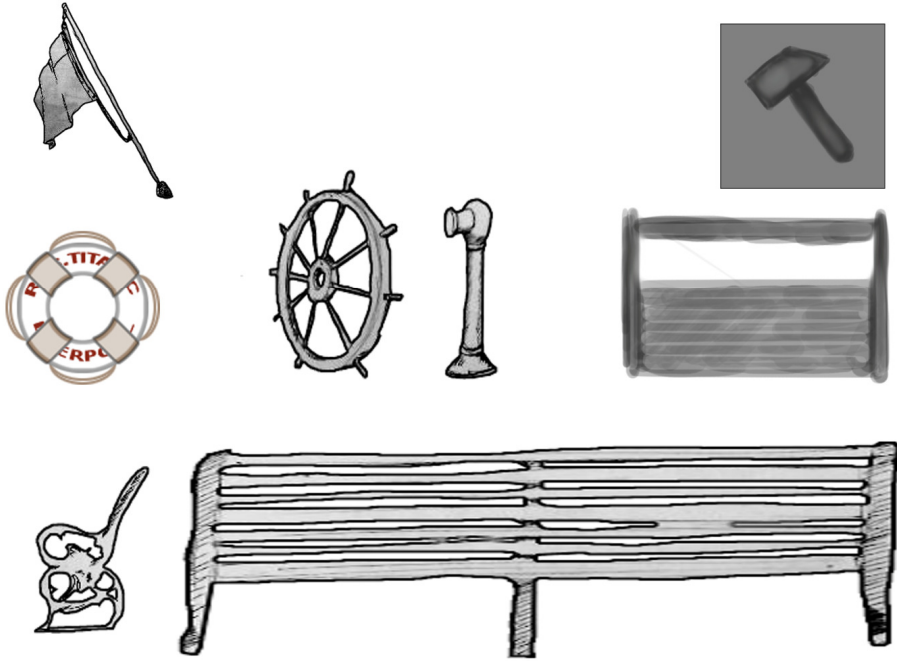
Weapons

Gauss Rifle
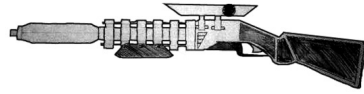
PTX 3000

Semi Automatic Rifle

Laser Rifle

Level Design

The *Titanic* for the demo was designed to resemble the real thing as closely as possible within the allotted development period. The level offers cover from many angles to spawn enemies, dependent upon the difficulty level to ensure that the player remains adequately challenged while exploring the relatively open map. There are no checkpoints or save points as the level is not extensive.

Level Copy

This is the text given in the demo version from the Briefing menu option:

"You are Theodore Roosevelt, and you're on a mission to stop a time-travelling robot army from conquering the world from their communist Russian stronghold. During your aquatic journey, your vessel happens across the *H.M.S. Titanic* in distress, and you decide to render aid. Swiftly discovering that something is amiss, you resolve to make your way to the cargo hold to investigate the source of the robots, and thwart whatever fiendish plot they are concocting."

Audio and Sound Effects

- Splash Screen

    o Katy1

- Main Menu (and child menus: Briefing and Options)

    o Music

        ▪ Metal Theme 1

    o Sound Effects

        ▪ Beep

        ▪ Boop

- Titanic Level

    o Music

        ▪ Metal Theme 2

    o Sound Effects

        ▪ Enemy Sound FX

            ➢ Weapon

                ❖ plasmaFire

                ❖ explosion

            ➢ Death

                ❖ D1 - D11 (Random Selection)

        ▪ Player Sound FX

            ➢ Weapon

                ❖ semiFire

- ❖ laserFire

- ❖ gaussFire

- ❖ explosion

- ❖ plasmaFire

Game Architecture

Player Starts Game

Intro Splash

Studio Splash Art

Main Menu

Menu Option Selection

Play Game

Briefing

Options

Credits

Exit

Pause

Game Closes
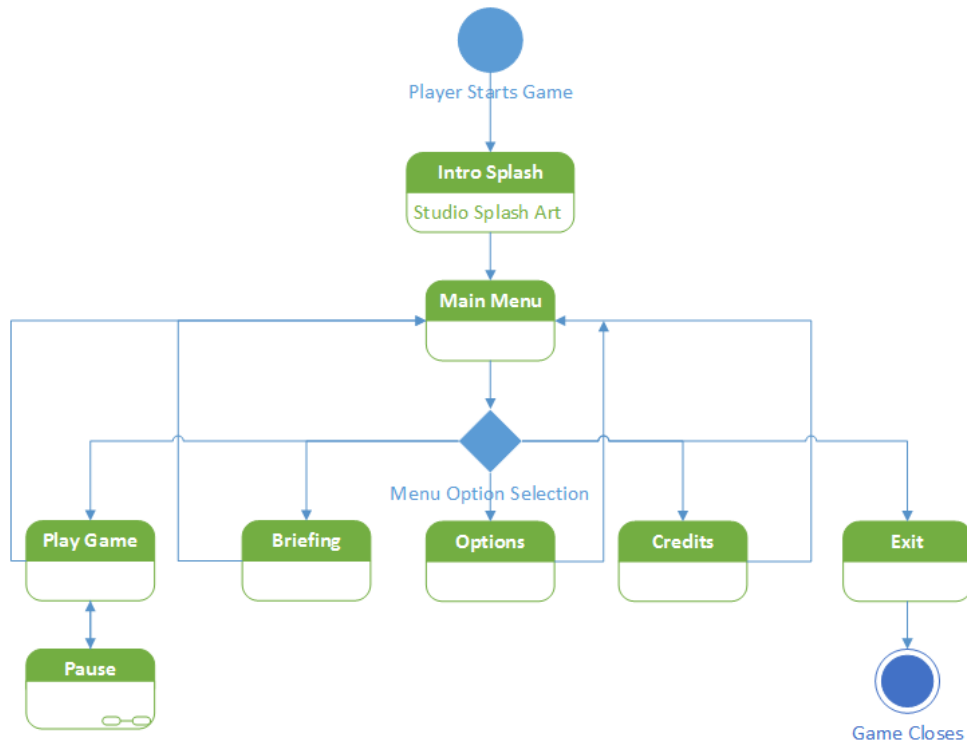
Game Architecture Overview

Splash Screen

Main Menu

Credits

Options

Briefing

Playing Game

How to Play Copy

…And Carry a Big Stick is a fairly standard third-person shooter which incorporates similar controls and tropes from other entries in the same genre. The "Briefing" page gives the player the list of controls and objective of the demo (screenshot below), however the controls are as follows:

- Movement
  - WSAD
    - Moves the character Forward, Backward, and strafes Left and Right.
  - Mouse X And Y Axes
    - X axis allows the player to turn their character around, limited to 60 degrees per second.
    - Y axis allows the player to look up and down, limited to 60 degrees in either direction.
  - Left Shift
    - Hold down to run.
  - Spacebar
    - Allows the player to jump roughly half of their height.

- Combat
  - Left Mouse Button
    - Fires the currently selected weapon.
  - Numbers 1 through 5

- Selects the corresponding weapon from the following list:

  1. Semi-Automatic Rifle

  2. Laser Rifle

  3. Gauss Rifle

  4. Grenades

  5. FTX-3000

Technical Document

Title Page

Coleman University

"Foreign policy just got real…"

Stephen Haines

4/16/14

Game Document Version: 1.0

System Requirements

The game is being developed for PC, however the hardware requirements are fairly low:

- CPU: Dual or Quad-Core Processor at 2.6 GHz or above.

- Memory: 2GB Memory or higher

- GPU: Intel HD Graphics 4000 or higher

- Mouse

- Keyboard

Visual Content

- General Restriction

    o   Two million total triangles visible on screen

    o   Large Scale objects restricted to 256 polies per 4m^3 area

    o   Medium Scale objects restricted to 256 polies per 2m^3 area

    o   Small Scale objects restricted to 256 polies per 1m^3 area

    o   Theodore Roosevelt restricted to 16384 polies

    o   Enemy characters restricted to 4096 polies

    o   Texture usage limited to UI, weapons, and characters in order to reduce

        overhead

Audio Content

- General

    - Music File Size restricted to 20mb or less

    - Sound Effect File Size restricted to 1mb or less

    - File Formats used: MP3 & WAV

    - File Quality: Good

Programming Content

Please see Appendix A (main project UML document) for information regarding elements and

events.

- General

    - Everything must be in C#

    - Declare variables at the top of classes

    - Use singular names for enumerations

    - Always use access modifiers

    - Everything should be in a class

    - No floating functions/variables

    - Don't make everything public, use private/protected where appropriate

    - USE TAGS IN UNITY

- Spacing

  - Do

    - Use a space after commas

    - Use a space after operators

    - Use a single tab

  - Do not

    - Use a space before parenthesis and brackets

    - Use spaces instead of a single tab

    - Insert multiple blank lines between blocks

- Naming

  - General

    - Do not use underscores

    - Use camelCasing

    - Begin with lower case

    - Do not use abbreviations unless absolutely necessary

  - Variables

    - Use smart names that describe the use for the variable

- Do not use single letters (i, j, etc.)

  o Methods

    ▪ Begin with helping verb (do, set, get, is, etc.) in child classes

    ▪ Base name on return type and basic function

    ▪ Use descriptive and unique names

- Bracing

  o Do

    ▪ Use braces for every block, even single lines

    ▪ This includes for, while, do, if, etc.

    ▪ Keep braces on their own line

  o Do not

    ▪ Use a closing brace after a blank line

    ▪ Single line blocks

    ▪ Only use a single line block for a single statement

    ▪ Always use curly braces

- Commenting

  o Do

- Write comments on a separate line

- Use #region to separate methods/classes

- Also use #region to indicate which section of code you've written

- Explain the why, not that how or what

o Do not

- Comment everything

- Use large "flower boxes"

Code Structure

Please see Appendix A (main project UML document) for information regarding method

functionality.

Concerns and Alternatives

- User customization

  o Currently the player can select their resolution, graphics setting, and keybindings

    using the built in interface with Unity. While the provided implementation works

    for now, eventually this should all be handled in-game and not require a restart

    to apply changes.

  o Moving away from a prebuilt engine should fix this, but this can also be disabled

    in the build settings if needed.

- "Heavy" classes

  - The main classes (characterController + enemyScript) hold too much information and do too many actions themselves.

  - Eventually breaking everything down and adding basic handler and state classes should solve this. It will also make porting it to other platforms/languages/engines much easier and be much more modular.

Resources

- Documentation

  - Google Drive

  - Microsoft

    - Word

    - Excel

    - Visio

- Programming

  - Visual Studio 2008

  - Unity, version 4.2.2

    - Monodevelop

  - Notepad++

- Visual

  - Blender

  - Photoshop

  - 3ds MAX

- Audio

  - VLC

Technical Matrix

- Classes

  - animationTransition

  - mainMenu

  - bulletImageController

  - enemyAnimationTransition

  - enemyScript

  - enemySpawner

  - grenadeController

  - ingameHUD

  - itemPickups

- o logoScreenTransition

- o spawnTrigger

- o weaponFire

- o weaponScript

- Enumerations

  - o enemyState

    - IDLE

    - ATTK

    - FLEE

    - DEAD

    - SPAWN

  - o enemyType

    - GRNT

    - GREN

  - o pickType

    - HEAL

    - AMMO

- o weapType

    - ▪ SEMI

    - ▪ LASE

    - ▪ GAUS

    - ▪ GREN

    - ▪ EPLS

    - ▪ EGRN

    - ▪ FISH

Other Game Assets

This section left intentionally blank.

Appendix A: Project UML Documentation

Coding UML

bulletImageController
+Velocity : float = 900.0f
-distanceTraveled : float = 0.0f
-traivDistance : float = 0.0f
-bulletTracer : LineRenderer
-endDistance : float = 200.0f
+CollisionPoint() : Vector3{sequential}
-Start(){sequential}
-Update(){sequential}

basicMenu
+newLevel : int
+scrollPosition : Vector2 = Vector2.zero
-buttonStyle : GUIStyle
+titleStyle : GUIStyle
-blockStyle : GUIStyle
+subTitleStyle : GUIStyle
+categoryStyle : GUIStyle
-beep : AudioClip
+boop : AudioClip
+metall : AudioClip
+audioLevel : float
-menuFunction : GUIMenuMain
-screenHeight : float
-screenWidth : float
-menuBtnHeight : float
-menuBtnWidth : float
-Start(){sequential}
-Update(){sequential}
-OnGUI(){sequential}
-mainMenu(){sequential}
-howToPlay(){sequential}
-options(){sequential}
-credits(){sequential}
-resume(){sequential}
-quit(){sequential}

logoScreenTransition
+waitTime : float = 5.0f
+newLevel : int = 1
-timer : float = 0.0f
-Start()
-Update()

weaponFire
-fireDisplayDuration : float = 0.1f
-impactDisplayDuration : float = 15.0f
-audioLevel : float
+fire : GameObject
+trail : GameObject
+impact : GameObject
+fireSound : AudioClip
-fireDelay : float = 0.0f
-fired : bool = false
-fireRenderer : LineRenderer
+firePoint() : Transform{sequential}
-Start(){sequential}
-Update(){sequential}
+fireImediicationPoint : Vector3{sequential}
+Fire(){sequential}

enemySpawner
+numToSpawn : int
+gruntSpawn : GameObject
+grenSpawn : GameObject
+spawnType : enemyType
+enemySpawned : GameObject
-Start(){sequential}
-Update(){sequential}
+spawnEnemy(){sequential}

«enumeration»enemyState
+IDLE = 0
+ATTK
+FLEE
+DEAD
+SPAWN

«enumeration»enemyType
+GRNT = 0
+GREN

«enumeration»weapType
+SEMI
+LASE
+GAUS
+GREN
+EPLS
+EGRN
+FISH

weaponScript
#damage : int
#rateOfFire : float
#spreadFactor : float
+pRateOfFire() : float{sequential}
+pDamage() : int{sequential}
+pSpread() : float{sequential}
-Start(){sequential}
-Update(){sequential}
+setData(in weaponType : weapType){sequential}

ingameHUD
+healthImage : Texture
-hudImage : Texture
-hudWeapon : Texture
+scrollBack : Texture
+crossHair : GUITexture
+playerObj : GameObject
-prefabSpawn : GameObject
+winCredits : GUIStyle
+winTimer : GUIStyle
-screenHeight : float
-screenWidth : float
-newWidth : float
-hudWidth : float
-playerHealth : int
-playerAmmo : int
-playerMaxHealth : int
-playerMaxAmmo : int
-playerWeapon : int
-hitTimer : float
-targetTimer : float
-Start(){sequential}
-Update(){sequential}
-OnGUI(){sequential}
-hitEnemy(){sequential}
+targetEnemy(){sequential}

spawnTrigger
+spawner : GameObject[]
-Start(){sequential}
-Update(){sequential}
-OnTriggerEnter(in other : Collider){sequential}

itemPickup
+amountToAdd : int = 0
-dropType : pickType
+newDrop : GameObject
-Start(){sequential}
+createNewDrop(in newType : pickType){sequential}

«enumeration»pickType
+HEAL = 0
+AMMO

GrenadeController
+audioLevel : float = 0.7f
+blowUpTime : float = 15.0f
+explosionPrefab : GameObject
+explosion : AudioClip
-BlowUp(){sequential}
-Update(){sequential}
-OnCollisionEnter(){sequential}

bulletImageController
- +velocity : float = 900.0f
- -distanceTraveled : float = 0.0f
- -setDistance : float = 0.0f
- -bulletTracer : LineRenderer
- -endDistance : float = 200.0f
- +DbPointsPoint() : Vector3[]{sequential}
- -Start(){sequential}
- -Update(){sequential}

weaponFire
- +fireDisplayDuration : float = 0.1f
- +muzzleDisplayDuration : float = 15.0f
- +muzVelmax : float
- +flex : GameObject
- +trail : GameObject
- +fireSound : AudioClip
- -fireDelay : float = 0.0f
- -fired : bool = false
- -lineRenderer : LineRenderer
- +firePoint() : Transform{sequential}
- -Start(){sequential}
- -Update(){sequential}
- -FinalImediatePoint() : Vector3f{sequential}
- -Fire(){sequential}

«enumeration»weapType
- +SCM1
- +LASE
- +CAUS
- +GREN
- +EPLS
- +ESRN
- +FSH

weaponScript
- #damage : int
- #rateOfFire : float
- #speedFactor : float
- +pRateOfFire() : float{sequential}
- +pDamage() : int{sequential}
- +Speed() : float{sequential}
- -Start(){sequential}
- -Update(){sequential}
- +setStats(in weapType : weapType){sequential}

spawnTrigger
- +spawner : GameObject[]
- -Start(){sequential}
- -Update(){sequential}
- -OnTriggerEnter(in other : Collider){sequential}

itemPickups
- +amountToAdd : int = 0
- +dropType : pickType
- +setDrop : GameObject
- -Start(){sequential}
- +createNewDrop(in newType : pickType){sequential}

«enumeration»pickType
- +HEAL = 0
- +AMMO

grenadeController
- +audioLevel : float = 0.3f
- -blowUpTime : float = 15.0f
- +explosionPrefab : GameObject
- +explosion : AudioClip
- -BlowUp(){sequential}
- -Update(){sequential}
- -OnCollisionEnter(){sequential}

enemySpawner
- +numToSpawn : int
- +grantSpawn : GameObject
- +grenSpawn : GameObject
- +spawnType : enemyType
- +enemySpawned : GameObject
- -Start(){sequential}
- -Update(){sequential}
- +spawnEnemy(){sequential}

«enumeration»enemyState
- +IDLE = 0
- +ATTK
- +FLEE
- +DEAD
- +SPAWN

«enumeration»enemyType
- +CRNT = 0
- +GREN

enemyAttentionThrowArrow
- +controlObject : GameObject
- +weaponType : weapType = weapType.GRUB
- -animator : Animator
- -controller : enemyScript
- -Start(){sequential}
- -Update(){sequential}
- -AnimateMovement(){sequential}
- +SwitchWeapon(in weapType : weapType){sequential}
- +PositionGun(){sequential}
- +ThrowGrenade(){sequential}

enemyScript
- +accuracy : float = 0.1f
- -isDead : bool
- -health : int
- +maxHealth : int
- +speed : float
- +throwForce : float
- +myEnemyWeapon : GameObject
- +healthDrop : GameObject
- +ammoDrop : GameObject
- +enemyAvatar : GameObject
- +playerObj : GameObject
- +myArsenals : Rigidbody
- -deathAudio : AudioClip[]
- +playerFire : AudioClip()
- +weaponType : weapType
- +grenadier : bool = false
- -grenadeTimer : float = 0.0f
- -isFiring : bool
- +damage : int
- -shotTimer : float
- -rateOfFire : float
- +dropItem : GameObject
- +enemyType : enemyType
- +DEBUGDISTANCE : float = 15{frozen}
- -TIMEDELAY : float = 0.35f{frozen}
- -InRange : bool
- -isFleeing : bool
- -hasChecked : bool
- -InLOS : bool
- -tempTimer : int
- -moveSpeed : float
- -nextCheck : float
- -hitTime : float
- -shotTimer : float
- +fleeChance : float
- -minRange : float
- -maxrange : float
- -fledTimer : float
- -hitChance : float
- -currentVelocity : Vector3
- -tempVest : Vector3
- -targetOffset : Vector3
- -positionDifference : Vector3
- -agent : NavMeshAgent
- -currentState : enemyState
- -previousState : enemyState
- -CurrentState() : enemyState{sequential}
- -PreviousState() : enemyState{sequential}
- -MoveSpeed() : float{sequential}
- -FleeChance() : float{sequential}
- -MinRange() : float{sequential}
- -MaxRange() : float{sequential}
- -HitChance() : float{sequential}
- +runSpeed() : float{sequential}
- +speed() : Vector3{sequential}
- -AimOffset() : Vector3{sequential}
- -Start(){sequential}
- -calcAbsPositionDiff(in playPos : Vector3, in enemPos : Vector3) : Vector3[]{sequential}
- -Update(){sequential}
- -itemDrop(){sequential}
- -OnTriggerEnter(in other : Collider){sequential}
- -doFire(){sequential}
- -Idle(){sequential}
- -Attack(){sequential}
- -checkLOS(){sequential}
- -Flee(){sequential}
- -Death(){sequential}
- -Spawn(){sequential}
- +stateTransition(in nextState : enemyState){sequential}
- -checkRange() : float{sequential}

Art UML

EnemyController

PlayerController

```
                                                          ┌──────────────┐
                                                          │  Jump Pose   │
                                                          └──────────────┘
                                                                 ▲
                                                          ┌──────────────┐
                                        ┌─────────────┐   │Jump Animation│
                                        │  Base Layer │   │     End      │
                                        └─────────────┘   └──────────────┘
                                                                 ▲
                              ┌────────────┐   ◇Jumping◇   ┌──────────────┐
                              │  Movement  │   ─────────▶  │     Jump     │
                              └────────────┘              └──────────────┘

         ╱Forward╲                                    ╱Strafe Speed╲
         ╲ Speed ╱                                    ╲            ╱

┌──────────┐ ┌──────────┐ ┌──────────┐ ┌──────────┐   ┌──────────┐ ┌──────────┐ ┌──────────┐
│-1.0f–0.0f│ │   0.0f   │ │0.0f–1.0f │ │  >1.0f   │   │-1.0f–0.0f│ │   0.0f   │ │0.0f–1.0f │
│Walk      │ │   Idle   │ │Walk      │ │   Run    │   │Strafe    │ │Forward   │ │Strafe    │
│Backward  │ │          │ │Forward   │ │          │   │Left      │ │Facing    │ │Left      │
│          │ │          │ │          │ │          │   │          │ │Movement  │ │          │
└──────────┘ └──────────┘ └──────────┘ └──────────┘   └──────────┘ └──────────┘ └──────────┘

                              ┌────────────────┐
                              │ Final Movement │
                              └────────────────┘
```

WeaponLayer

```
                              ┌──────────────┐
                              │ Weapon Layer │
                              └──────────────┘

  ╱Gauss╲    ╱Semi Auto-╲   ╱Laser╲    ╱PTX3000╲   ╱Grenade╲
  ╲Rifle╱    ╲matic Rifle╱  ╲Rifle╱    ╲        ╱   ╲        ╱

┌──────────┐ ┌──────────┐ ┌──────────┐ ┌──────────┐ ┌──────────┐
│Gauss     │ │Semi      │ │Laser     │ │PTX 3000  │ │Grenade   │
│Rifle Pose│ │Automatic │ │Rifle Pose│ │  Pose    │ │  Pose    │
│          │ │Rifle Pose│ │          │ │          │ │          │
└──────────┘ └──────────┘ └──────────┘ └──────────┘ └──────────┘

                                                  ╱Throw Grenade╲
                                                  ╲             ╱

                                     ┌──────────────┐   ╱Throw    ╲
                                     │Throw Grenade │   ╱Grendae   ╲
                                     │  Animation   │──▶╲Animation ╱
                                     └──────────────┘   ╲  End    ╱
```

Audio

```
                          ┌──────────────┐
                          │     Menu     │
                          │ AudioListener│
                          └──────┬───────┘
                  ┌──────────────┴──────────────┐
          ┌───────┴──────┐              ┌────────┴──────┐
          │    Music     │              │      SFX      │
          │ AudioSource  │              │  AudioSource  │
          └──────┬───────┘              └───────┬───────┘
                 │                    ┌──────────┴──────────┐
        ┌────────┴───────┐     ┌──────┴─────┐        ┌──────┴─────┐
        │ Metal Theme 1  │     │    Boop    │        │    Beep    │
        └────────────────┘     └────────────┘        └────────────┘
```

```
                              ┌──────────────┐
                              │  Game Level  │
                              └──────┬───────┘
            ┌─────────────────┬──────┴─────────┬────────────────┐
      ┌─────┴──────┐   ┌───────┴──────┐  ┌──────┴──────┐
      │   Enemy    │   │    Music     │  │   Player    │
      │            │   │ AudioSource  │  │ AudioListener│
      └─────┬──────┘   └───────┬──────┘  └──────┬──────┘
    ┌───────┴───────┐          │                │
┌───┴────┐   ┌──────┴───┐  ┌───┴────────┐  ┌────┴───────┐
│ Weapon │   │  Death   │  │ Metal Theme 2│ │   Weapon   │
│AudioSrc│   │ AudioSrc │  └────────────┘  │ AudioSource│
└───┬────┘   └────┬─────┘                  └─────┬──────┘
 ┌──┴──┐          │             ┌───────┬────────┼────────┬────────┐
```

plasmaFire   explosion   Random[11]   semiFire   laserFire   gaussFire   explosion

A.I.

Game Screen Flow

Appendix B: Team Meeting Notes

Team Meeting #1

Date: 03/17/14

Time: N/A

Attendees: All

Agenda: Pre-production

Task	Due Date	Sign Off	Member
Outline milestones, assign roles, + create online file repository	Week 1	DONE	Stephen
Basic art assets for placeholding	Week 3	DONE	Kevin
All art assets done	Week 6	DONE	Kevin
All programming completed	Week 8		Katy
Start testing + debugging	Week 8		ALL

Comment [1]: There is the basic setup of a level in And Carry A Big Stick. There are a couple elements in the front not in, but should be workable enough to look around

Notes:

Google Docs -

https://drive.google.com/folderview?id=0ByNn5NGX133FZkxiX0VkTktfcVE&usp=sharing

Stephen Haines - Vollstrecker@gmail.com

Kevin Smith - falchard@live.com

Vance George - Wolfsoroku@hotmail.com

Katharine Anderson - katharinelilly@gmail.com

Josh Cavazos - cavazos_josh@yahoo.com

Story

     Like Terminator: time traveling robots

          Communists

     As Teddy Roosevelt, you fight the communist robots

     Alternate history, ~1912

     Realistic but with access to experimental

     Ending

          Titanic becomes weapon + needs to ram the iceberg to destroy it

Final goal

    Find a door!

Enemies

    Different types of enemies

        Melee

        Tank (absorb damage)

        Ranged

    Infiltrator rather than outright assault

Level design

    On the upper deck of the Titanic

    "Dark" humor

        "Takes itself too seriously"

    Single player

    Minimalistic UI design

        Health

        Score

        Ammo

Breadcrumbs leading player through linear progression

End level boss

Titanic hitting the iceberg

Teddy Roosevelt floating away on a door

Assets

Day

All Russia all the time!

Large

Titanic

Steam stacks

Small

Ammo

Weapons

Medium

Characters

Enemies

Limits

32 polys per 4mx4m

32 pixels per meter

1 million polys per level

Sounds

Various sound effects

Music (normal + boss + menus)

Programming/Language

Unity 4.2.2

C#

Controls

Keyboard + mouse

XBox controller if time permits

Positions

Documentation - Stephen Haines

Level Designer - Stephen Haines

Project Manager - Stephen Haines

Lead Programmer - Katharine Anderson

Lead Artist - Kevin Smith

Associate Artist - Josh Cavazos + Vance George

Sound Engineer - Vance George

UI Designer - Josh Cavazos

UI Programmer - Josh Cavazos

Milestones

Week 1

Outline milestones

Assign members to roles

Create online file repository

Google Docs

Week 3

Basic assets for placeholding

Week 6

All assets done

Week 8

All programming completed

Start testing + debugging

Team Meeting #2

Date: 03/19/14

Time: 9p

Attendees: All

Agenda: Straight to lab, no meeting

Notes:

N/A

Team Meeting #3A

Date: 03/24/14

Time: 4:30p - 5:15p

Attendees: Stephen Haines + Katharine Anderson

Agenda: Coding UML + basic game states

Notes:
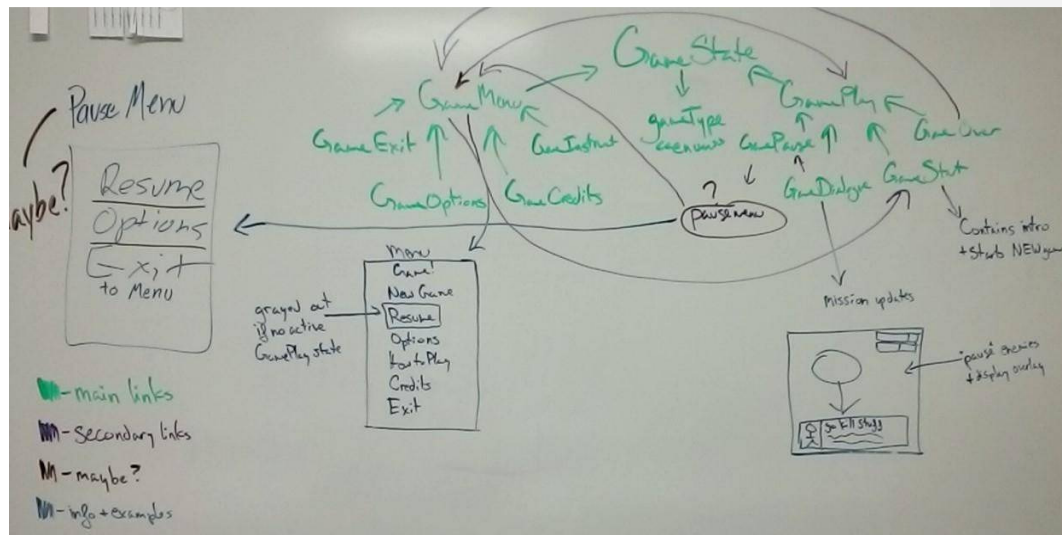
Team Meeting #3B

Date: 03/24/14

Time: 7:50p - 8:05p

Attendees: ALL

Agenda: Continued planning

Task	Due Date	Sign Off	Member
Concept art - Boss, Gauss Rifle, + Grenade	03/26/14	DONE	Vance
Concept art - Grunt, Semi-automatic Rifle, + Laser Rifle	03/26/14	DONE	Josh
Models - Titanic + basic assets	03/31/14	DONE	Kevin
UI?	???		Josh
Basic state machines	03/31/14	N/A	Katy

Comment [2]: Sufficient information to work from

Comment [3]: Redid the concepts to be a little more detailed

Comment [4]: Basics done a week later than anticipated.

Notes:

- Where you at?

- Vance
  - Has most sounds
  - One music track
  - Need enemy sounds
- Kevin
  - 60% done with concept art
    - Level layout done
  - No modeling done yet
- Josh
  - UI done in photoshop, no scripting done
- Katy
  - Camera/character controller scripting started
  - Waiting on assets
- This week
  - Concept art delegating, to be done by wednesday
    - Vance
      - Boss

- Gauss Rifle

- Grenade

■ Josh

- Grunt

- Semi-automatic Rifle

- Laser Rifle

○ Titanic model and basic assets done by monday

○ Increase maximum poly counts

○ Hammer out UI flow

Menu

i.)

New Game
Resume
Options
Credits   How to play
Exit

if

exists

Game

Options
Resolution   1920×1080
Enable Controller   NO
Volume
Music
SFX

Credits

if controller = false

Keyboard + Mouse
Controls

else

360 Controls

2) In-Game Dialogue

Mission Briefings

3.) HUD

Damage Display

Armour/Chapter
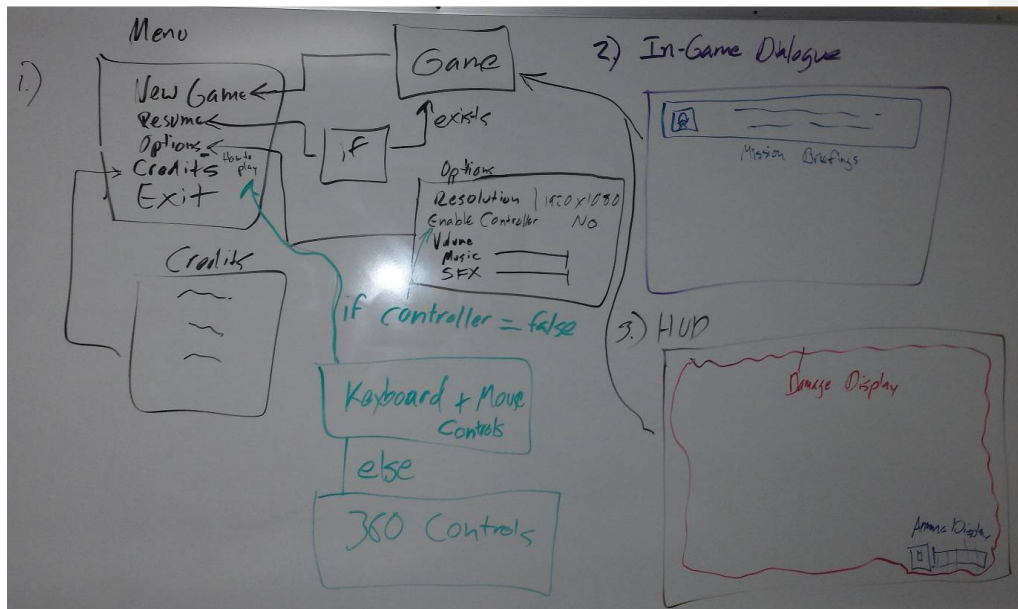
Team Meeting #4

Date: 03/26/14

Time: 8:55p - 9:01p

Attendees: ALL

Agenda: Keep working

Task	Due Date	Sign Off	Complete	Member
Logo/Name/Font Ideas	03/31/14		04/03/14	ALL

Notes:

To do by Monday (ideas):

- Company Name

- Company Logo

- Game Logo

- Font Families

- Kevin will choose art tasks to delegate tomorrow

- Vance will be out tomorrow

- UI needs work
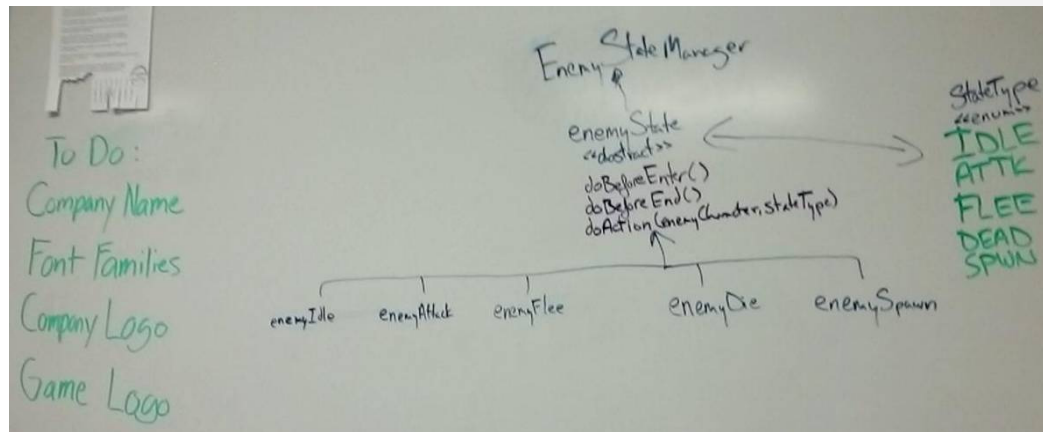
Team Meeting #5

Date: 03/27/14

Time: 6:00p - 6:08p

Attendees: Stephen, Kevin, Katy, Josh

Agenda: Do good stuff

Task	Due Date	Sign Off	Complete	Member	
Enable collisions + hit detection	Week 3	KAnderson	03/30/14	Katy	
UI mockup + scripting	Week 3			Josh	
Titanic model	Week 3?	KSmith	Begin Week3	Kevin	**Comment [5]:** Basic area to move around in placed in game. Still need to add front section

Notes:

- Josh
  - UI scripting/mockup due week 3

- Grunt modelling starting week 3

    - Should take 2- 4 weeks

- Katy

    - Basic engine stuff

    - Done with camera

    - Bullets started

- Kevin

    - Start modelling

    - Titanic is priority

- Everyone

    - Go back through previous meeting notes and mark completion

please!
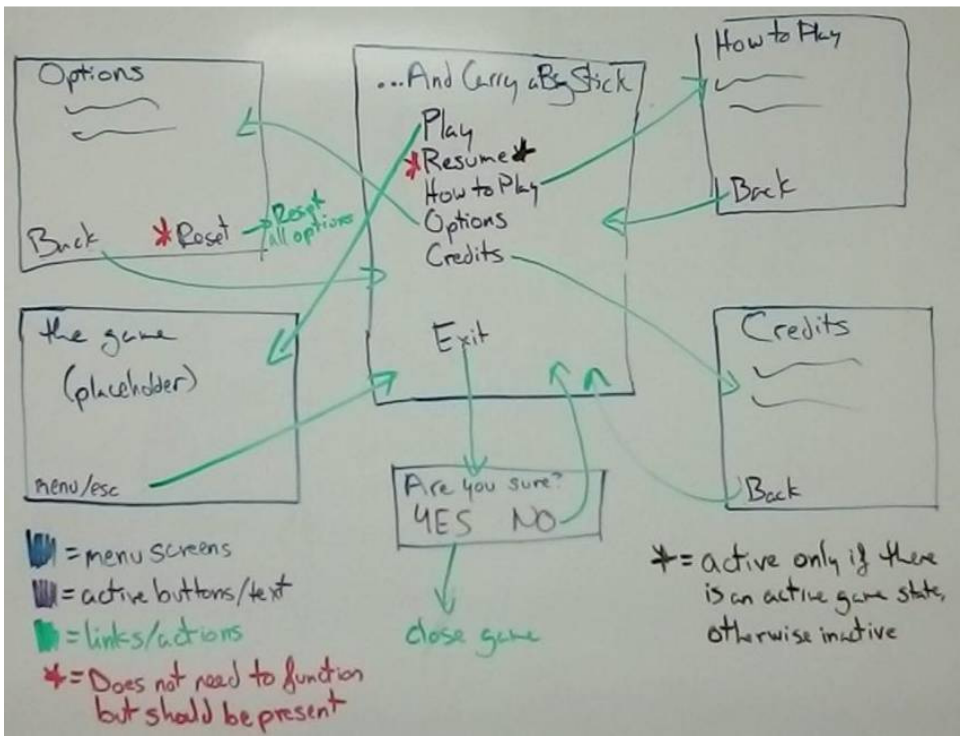
Team Meeting #6

Date: 03/31/14

Time: 7:57p - 8:11p

Attendees: Stephen, Kevin, Katy, Josh

Agenda: Things should be due, where you at?

Task	Due Date	Sign Off	Complete	Member
UI Scripting	04/07/14			Josh
Audio assets done	Week 4	VG	05/17/14	Vance
Enemy coding cleaned up/finalized	Week 5	SH	05/17/14	Katy/Stephen

Notes:

- Kevin
    - Changed deadlines for all assets completed from week 6 to week 8

- - Most left is just structure

  - Titanic + Roosevelt done week 4

- Josh

  - UI scripting due by Monday

  - No coding has been done

- Katy

  - Has basic collision detection

  - Need to refine code so it all plays well together

- Vance

  - Should have all audio assets done by week 4

- Still need name + logo

Team Meeting #7

Date: 04/02/14

Time: 8:03p - 8:20p

Attendees: ALL

Agenda: Name, logo, where you at?

Task	Due Date	Sign Off	Complete	Member	
All audio assets complete	04/07/14	VG	05/17/14	Vance	
Rough Titanic Floor in Unity	04/03/14	KSmith	4/3/2014	Kevin	**Comment [6]:** Rough Titanic in Unity, but front section not in.
Grunt Model First Draft	04/07/14			Josh	
10 modelling assets	04/07/14	KSmith	4/4/2014	Vance	**Comment [7]:** Most will need to be redone
Company logo mockup	04/07/14	KSmith	4/6/2014	Kevin	**Comment [8]:** Initial Draft in place
Basic Teddy Model	04/07/14	KSmith	4/6/2014	Kevin	**Comment [9]:** Basic Model in-game, rig not animated

Notes:

- New milestone document, read it!

- Journals, write them!

- Company name

    - Bull Moose Gaming

    - Science Infection

        - Winner!

        - "a Science Infection production"

        - Kevin doing logo, should be quick

- Vance

    - Should have all audio assets done by Monday

- Kevin

    - Project folder created in drive

    - Titanic should be mostly complete by tonight

    - Teddy model should be started + useable by Monday

- Josh

    - UI mostly complete, needs to be uploaded

- ○ Missing a few things (back button, etc.)

- Delegations

  - ○ Grunt First Draft to Josh from Kevin

    - ■ Done by Monday

  - ○ 10 modelling assets to Vance from Kevin

    - ■ Done by Monday

Team Meeting #8

Date: 04/07/14

Time: 6:06p - 6:14p

Attendees: ALL

Agenda: Old business, capstone papers

Task	Due Date	Sign Off	Complete	Member
Audio assets	04/10/14	VG	05/17/14	Vance
IG HUD + scripting	04/10/14			Josh
Remaining major models	04/10/14	KS	05/17/14	Kevin
Enemy functionality	04/10/14	SH	05/17/14	Katy/Stephen

Notes:

- Old business

  - Collision/hit detection - Katy

    - Good for player -> enemy

- Menu + scripting - Josh
  - Still not in C#
- Base models (Titanic + Teddy) - Kevin
  - Done except for front of Titanic
- Grunt model - Josh
  - No detail done
- 10 assets - Vance
  - done, but Kevin is redoing them
- Company logo - Kevin
  - Draft is up
- Due end of week 4
  - Audio assets complete - Vance
    - Mostly finished
  - IG HUD + scripting - Josh
    - Not started
  - Remaining major models - Kevin
    - Pushed back one week

- o Functional enemy class - Katy

    ■ Bare bones done

1) Capstone Project Papers

2) Old Business
   Ka — Collision Detection
   Ka — Menu + Scripting
   Ke — Base Models (Titanic + Teddy)
   J — Grunt Model 1st Draft
   V — 10 Assets

   Ke — Company Logo

3) Week 4
   V — Audio Assets
   Ka — In-game HUD

   Ke — Models of remaing major
         assets

Team Meeting #9

Date: 04/21/14

Time: 6:07p - 6:24p

Attendees: Kevin, Vance, Stephen, Katy

Agenda: Where you at?

Task	Due Date	Sign Off	Complete	Member	
Weapon Models	04/23/14	KS	4/29/2014	Kevin	
Roosevelt Model	04/24/14	KS	4/29/2014	Kevin	
Roosevelt Rigging	04/28/14	KS	4/30/2014	Kevin	
Leon Trotsky/Grunt Model and Rig	04/28/14	KS	5/5/2014	Kevin	**Comment [10]:** Just Grunt Model
Spawn Points	04/22/14	SH	04/22/14	Stephen	
AI Scripting	???	SH	05/17/14	Stephen	

Notes:

- Kevin

- o Done by Wednesday

    - ■ Weapon models

- o Done by Thursday

    - ■ Roosevelt model

- o Done by Monday

    - ■ Roosevelt rigging

    - ■ Enemy models

- o Will be doing scripting concerning animations in the Enemy,

Player, and Player Controller Class

- Katy

    - o HUD

        - ■ Need art + definite layout

    - o All weapons (player + enemy) will use ray casting

    - o Will still have ammo + health pickups

    - o Enemies

        - ■ 100 enemies max

        - ■ Spawn via trigger

■ Steph will be putting boxes in scene for spawn

points

- Stephen

  ○ AI

  ■ See what you can do

  ○ Camera

  ■ Need final sign off

- Vance

  ○ UI

  ■ Need uploads

  ■ Need final layout

Coding
-AI - who?
-Camera - good to go?
-Enemy spawing - how?
-Ammo/Health pickups - still going to be in game?
-Weapons - placeholder models?

Art Assets — Where we at?
Interface
  - Menus
  - HUD
    ↳ Finalize Design w/ Vance

Team Meeting #10

Date: 04/23/14

Time: 6:14p - 6:29p

Attendees: Kevin, Vance, Stephen, Katy

Agenda: Documentation, it does good things

Notes:

- Version control

    - New folder: Pending Updates

        - each member will upload their changed files

        - include date in file name

            - ex. 04-23-14_Katy.zip

        - Stephen will be the ONLY one integrating these files and uploading the resulting project

        - after everything is integrated, the files from Pending Updates will be moved to an archive folder

- Documentation

- get on it, doing it during a lul is better than at last minute

- this includes UML, references, etc.

- everyone should also be keeping a changelog

- if you haven't started already, you should be journaling too

- Kevin

  - keep modeling

- Vance

  - add sounds to the menu

- Katy

  - keep coding

- Stephen

  - finish placing spawners
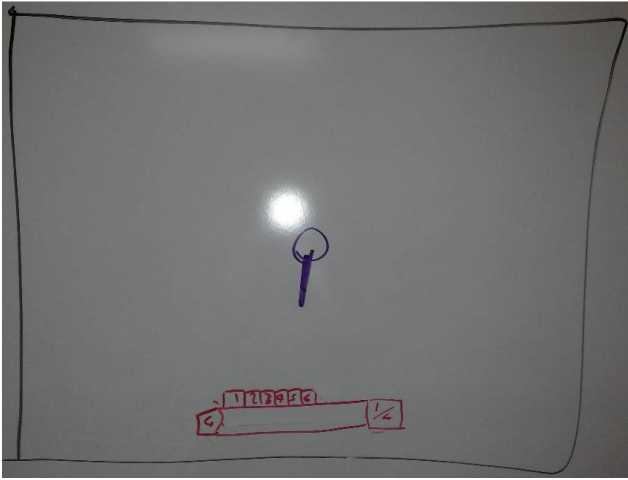
Something something
-Version Control

-Documentation
   -UML
   -References

Team Meeting #11

Date: 04/28/14

Time: 6:16p - 6:32p

Attendees: Kevin, Katy, Stephen, Vance

Agenda: it's week seven!

Task	Due Date	Sign Off	Complete	Member
Teddy	04/30/14	KS	4/30/2014	Kevin
AI		SH	05/17/14	Stephen
Game manager/states		KA	N/A	Katy
Finalize HUD				Vance

Notes:

- To Do - Code

    o AI

- hit "accuracy"
  - nicer "you're dead"
  - integrate menu
    - game manager?
  - animations
  - spawner specifics
  - crosshair
  - lock cursor
  - finalize HUD
  - drop specifics
- Kevin
  - Done
    - Weapon models
  - Need to be redone
    - Weapon textures
    - Teddy
    - Titanic

- Due Wednesday

  - Teddy (animations + model)

  -

- Vance

  - Put sounds in code

To Do - Code

- AI ⟶ S₃
  - hit "accuracy"
- nicer "you're dead" — Ka₂
- integrate menu — V₁
  - game manager? — Ka₁
- animations — Ke
- Spawner specifics — S₁
- Crosshair/lock cursor — V₃/Ka₃
- finalize HUD — V₂
- Drop specifics — S₂
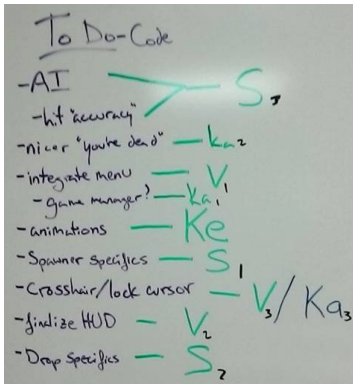
Team Meeting #12

Date: 04/30/14

Time: 6:04p - 6:07p

Attendees: ALL

Agenda: OMG it's week 7!

Notes:

Josh officially gon

HUD is now in it's own class

Teddy is done, needs to be implemented

Need to add sound variables + comments

Team Meeting #13

Date: 05/05/14

Time: 6:19p - 6:32p

Attendees: ALL

Agenda: Crunch time!

Task	Due Date	Sign Off	Complete	Member
Titanic	05/08/14	KS	05/17/14	Kevin
Sounds	05/12/14	VG	05/17/14	Vance
AI	05/12/14	SH	05/17/14	Stephen
Integration	05/05/14	KLA	05/05/14	Katy

Notes:

movement - what happened?

AI - need everything

version control - give me your projects

"lock changes" - start setting some parts as finished

teddy - how does he do?

sounds - where we at?

prefabs - take screenshots of ALL prefabs + settings

- Kevin fixed movement

- Stephen is working on the AI

    - Need to define public movement Vector3 for Kevin

- Teddy's animations are done

- Titanic should be done by 05/08/14

- Sounds should be done by 05/12/14

Is your version of

the game on the drive?

GO UPLOAD IT

Today

- Movement — what happened?

- AI — where you at?

- Version Control — read your email

- "Lock changes" — need to start

- Teddy — how does he do?

- Sounds — where you at?

- Prefabs — start screen shotting
  settings in inspector

Team Meeting #14

Date: 5/8/14

Time: 6:05 PM

Attendees: Stephen, Kevin, Vance

Agenda: Continue working on current assignments

Task	Due Date	Sign Off	Complete	Member
Art Assets Complete	5/12/14	KS	05/17/14	Kevin
Audio Integration	Ongoing	VG	05/17/14	Vance
Complete AI	5/12/14	SH	05/17/14	Stephen

Notes:

Stephen is continung AI development, should be completed by Monday.

Stephen will also attempt to add gravity for enemies without breaking everything.

Vance is still researching a way to separate volume control for music and sounds, Stephen to assist.

Kevin is continuing work on the following assets in the following priority:

1. Titanic

2. Grenadier

3. Particle Effects (Bullet Trails, Explosions, Smoke, Fire, etc)

4. Leon Botsky (Time Permitting)

Team Meeting #15

Date: 05/12/14

Time: 6:04p - 6:30p

Attendees: ALL

Agenda: Week 9, get your stuff done!

Notes:

This will no longer be updated. Please see the "TO BE ADDED/FIXED" in the Main Project Folder.

Last updated 05/13/14.

Katy

Vance

Stephen

Kevin

General

- MUST (DUE 05/14/14)

- change weapon models

- fix "ice skating" FIXED 05-12-14 (version C)

- game logo *

- menu background *

- credits * - double-check credits for correctness DONE 05-12-14

(version C)

- how to play * - needs text/script

- complete AI

- documentation

- presentation

- finish sound implementation

- grenadier

- grenade

- particle textures

- SHOULD

- move ammo #'s

- hit indicator

- better death screen * DONE 05-13-14 (version A)

- clean up code

- clean up code

- crosshair

  - 2D texture

- refine titanic

- NICE

  - death field DONE 05-13-14 (version A)

  - mission brief

  - fix Teddy model

  - ambient sounds

  - better GUI

  - in-game dialogue script

- Cleaning up Code

  - Use #region Done by NAME

  - Conform to standards

  - Organize variables

- Get rid of excess lines

Cleaning up Code

- use #region Done by NAME
- Conform to standards
- Organize variables
- get rid of excessive empty lines

(05/14)

MUST	SHOULD	NICE
—Change weapon models	—move ammo #'s	—Death yield
—fix "ice skating" ✓	—Hit Indicator	—Mission Brief
✗—Game Logo	*—Better death screen	—fix Teddy model
✗— Menu Background	—Clean up code	—extra sounds (Ambient)
* - Credits	—Cleanup code	—Better GUI
* — How to Play	—Crosshair	—Scripts (in game)
— Complete AI	—Refine Titanic	
— Documentation		
— Presentation		
— Finish Sound Implementation		
—GRENADIER		
— GERNADE		
— Particle Textures		

General
Katy
Stephen
Vance
Kevin

Team Meeting #16

Date: 05/14/14

Time: 6:08p - 6:25p

Attendees: ALL

Agenda: One week left!

Notes:

- weapon switching should take about an hour
- Stephen is doing the game logo this weekend
- main menu needs to have the buttons moved to the right
- credits need to be scrolling
- grenadier should be done tonight
- need to redo menu buttons
- need to decide on crosshair
  - should be white for ease of color changing on the fly
- scrapping the mission briefings

- have ocean + boat sounds

- Katy will be programming the grenade to work like the coconut

  - will be exploding on contact

Team Meeting #17

Date: 05/19/14

Time: 6:07p - 6:23p

Attendees: ALL

Agenda: Everything needs to be DONE tonight!

Notes:

- stairs fixed

- do charts (UML + flow) on Visio

- sounds done

- crosshair done

- need to put textures for drops on models

- splash screen needs to be done

- need snippet for briefing

- everyone needs to update the power point

MUST

- Documentation
- Sound implementation
- crosshair
- New HUD?
- missing HUD icons
- health + ammo assets
- Splash screen
- fix Stairs
- how to play
- end credits
- game logo?

Stephen
Vance
Kevin
Katy
General

Bugs

1) EXACT repro steps
2) Type
   - Art
   - Sound
   - Mechanics
3) Priority
   - High (MUST FIX)
   - Medium
   - low (Super nit-picky)
4) Can YOU fix it?
   - Specific location
   - estimated time

Appendix C: Capstone Activity Log

Date	Time	Who	Action	Item(s)
03/17/14	9:20 PM	Stephen Haines	uploaded an item	Capstone [folder]
03/17/14	9:22 PM	Stephen Haines	uploaded 4 items	Code [folder]
03/17/14	9:25 PM	Stephen Haines	uploaded an item	Course Documents [folder]
03/17/14	9:27 PM	Katharine Anderson	uploaded 4 items	Pitch.docx
03/17/14	9:41 PM	Stephen Haines	uploaded an item	Initial Game Documentation [folder]
03/17/14	9:41 PM	Stephen Haines	moved 4 items to	Initial Game Documentation [folder]
03/17/14	9:50 PM	Vance George	created an item in	Audio Assets [folder]
03/17/14	9:52 PM	Katharine Anderson	commented on an item	Sound Assests Ref sheet
03/17/14	10:01PM	Stephen Haines and Katharine Anderson	edited an item	Sound Assests Ref sheet
03/17/14	10:47PM	Kevin Smith	uploaded an item	Raw Files [folder]
03/17/14	10:47PM	Kevin Smith	created an item in	Art Assets [folder]
03/17/14	10:51PM	Kevin Smith	commented on an item	Art Asset Notes
03/17/14	10:52PM	Kevin Smith	created an item in	Art Assets [folder]
03/17/14	10:53PM	Kevin Smith	edited an item	Art Asset Notes
03/18/14	7:19 AM	Stephen Haines	created an item in	Capstone [folder]
03/18/14	7:55 AM	Katharine Anderson	edited an item	Contact Info
03/18/14	5:00 PM	Stephen Haines	uploaded an item	Project Management [folder]
03/18/14	5:37 PM	Stephen Haines	edited an item	Sound Assests Ref sheet
03/18/14	5:37 PM	Stephen Haines	commented on an item	Sound Assests Ref sheet

03/18/14	5:40 PM	Stephen Haines	edited an item	Sound Assests Ref sheet
03/18/14	5:50 PM	Katharine Anderson	created an item in	Code [folder]
03/18/14	6:02 PM	Stephen Haines	edited an item	Sound Assests Ref sheet
03/18/14	6:03 PM	Katharine Anderson	edited an item	GameObjects
03/18/14	6:04 PM	Stephen Haines	commented on an item	Sound Assests Ref sheet
03/18/14	6:05 PM	Stephen Haines	edited an item	Sound Assests Ref sheet
03/18/14	7:04 PM	Katharine Anderson	created an item in	Code [folder]
03/18/14	9:17 PM	Katharine Anderson	edited an item	GameObjects
03/18/14	9:19 PM	Stephen Haines and Vance George	edited an item	Sound Assests Ref sheet
03/18/14	9:22 PM	Stephen Haines	commented on an item	Sound Assests Ref sheet
03/18/14	9:26 PM	Katharine Anderson	edited an item	GameObjects
03/18/14	9:31 PM	Vance George and Stephen Haines	edited an item	Sound Assests Ref sheet
03/18/14	9:31 PM	Katharine Anderson	created an item in	Code [folder]
03/18/14	9:50 PM	Katharine Anderson	edited an item	UML Resources
03/18/14	9:54 PM	Vance George	edited an item	Sound Assests Ref sheet
03/18/14	9:57 PM	Katharine Anderson	edited an item	GameObjects
03/18/14	9:57 PM	Katharine Anderson	edited an item	GameObjects
03/18/14	10:28PM	Vance George	uploaded an item	SoundfxCenter [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Needs to be croped [folder]
03/18/14	10:28PM	Vance George	uploaded an item	SoundBible [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Grenade [folder]

03/18/14	10:28PM	Vance George	uploaded an item	Machine Gun (Optional) [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Bosses [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Music [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Soundjay [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Mobs [folder]
03/18/14	10:28PM	Vance George	uploaded an item	New folder [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Other [folder]
03/18/14	10:28PM	Vance George	uploaded an item	FreeFx.co.uk [folder]
03/18/14	10:28PM	Vance George	uploaded an item	SFX [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Menu Music [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Grenade [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Other [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Level Music [folder]
03/18/14	10:28PM	Vance George	uploaded an item	SoundBible [folder]
03/18/14	10:28PM	Vance George	uploaded an item	freefx.co.uk [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Soundbible.com [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Plasma weapon [folder]
03/18/14	10:28PM	Vance George	uploaded an item	SoundfxCenter [folder]
03/18/14	10:28PM	Vance George	uploaded 2 items	Gauss Rifle [folder]
03/18/14	10:28PM	Vance George	uploaded an item	FreeFx.co.uk [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Ambiance [folder]

03/18/14	10:28PM	Vance George	uploaded an item	Soundjay [folder]
03/18/14	10:28PM	Vance George	uploaded an item	SoundfxCenter [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Sounds [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Player weapon [folder]
03/18/14	10:28PM	Vance George	uploaded an item	SoundBible [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Enemy weapon [folder]
03/18/14	10:28PM	Vance George	uploaded 2 items	Weapon [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Laser Rifle [folder]
03/18/14	10:28PM	Vance George	uploaded an item	SoundfxCenter [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Ship [folder]
03/18/14	10:28PM	Vance George	uploaded an item	Npc [folder]
03/18/14	10:28PM	Vance George	uploaded an item	And Carry a Big Stick.docx
03/18/14	10:28PM	Vance George	uploaded an item	Genre's.txt
03/18/14	10:28PM	Vance George	uploaded 2 items	warfare_hand_grenade_pin_pull_002.mp3
03/18/14	10:28PM	Vance George	uploaded an item	Grenade Explosion-SoundBible.com-2100581469.mp3
03/18/14	10:28PM	Vance George	uploaded an item	76f7b4_Halo_4_UNSC_Frag_Grenade_Shot_Sound_Effect.mp3
03/18/14	10:28PM	Vance George	uploaded an item	bf31b8_Halo_3_Plasma_Pistol_Shot_Sound_Effect.mp3
03/18/14	10:28PM	Vance George	uploaded 2 items	warfare_hand_grenade_pin_pull_002.mp3
03/18/14	10:28PM	Vance George	uploaded an item	Grenade Explosion-SoundBible.com-2100581469.mp3
03/18/14	10:29PM	Vance George	uploaded an item	76f7b4_Halo_4_UNSC_Frag_Grenade_Shot_Sound_Effect.mp3
03/18/14	10:29PM	Vance George	uploaded an item	science_fiction_laser_002.mp3

03/18/14	10:29PM	Vance George	uploaded an item	science_fiction_device_power_up.mp3
03/18/14	10:29PM	Vance George	uploaded 2 items	be5f62_Halo_4_UNSC_Railgun_Reload _Sound_Effect.mp3
03/18/14	10:29PM	Vance George	uploaded 5 items	gun-gunshot-01.mp3
03/18/14	10:29PM	Vance George	uploaded an item	M1 Garand Single-SoundBible.com-1941178963.mp3
03/18/14	10:29PM	Vance George	uploaded 4 items	gun-cocking-03.mp3
03/18/14	10:32PM	Vance George	moved an item to	Trash [folder]
03/18/14	11:08PM	Katharine Anderson	edited an item	UML Resources
03/18/14	11:32PM	Kevin Smith	uploaded an item	ColorScheme.png
03/19/14	12:52PM	Katharine Anderson	edited an item	GameObjects
03/19/14	4:40 PM	Kevin Smith	edited an item	Art Assets
03/19/14	5:33 PM	Katharine Anderson	edited an item	GameObjects
03/19/14	8:30 PM	Katharine Anderson	created an item in	Documentation [folder]
03/19/14	8:58 PM	Katharine Anderson	uploaded an item	COM293 [folder]
03/19/14	8:59 PM	Katharine Anderson	uploaded an item	Meeting Notes [folder]
03/19/14	8:59 PM	Katharine Anderson	uploaded 16 items	COM293_16.pptx
03/19/14	8:59 PM	Katharine Anderson	uploaded 6 items	umlClassDiagrams.pdf
03/19/14	9:23 PM	Katharine Anderson	created 3 items in	Meeting Notes [folder]
03/19/14	9:28 PM	Katharine Anderson	edited an item	GameStates
03/19/14	9:33 PM	Katharine Anderson	edited an item	GameStates
03/19/14	9:40 PM	Katharine Anderson	edited an item	GameStates
03/19/14	9:42 PM	Josh Cavazos	uploaded an item	Interface [folder]

03/19/14	9:45 PM	Katharine Anderson	edited an item	GameStates
03/19/14	9:49 PM	Vance George	created an item in	Sounds [folder]
03/19/14	10:29PM	Vance George	uploaded an item	SoundJay [folder]
03/19/14	10:29PM	Vance George	uploaded an item	Menu sounds [folder]
03/19/14	10:29PM	Vance George	uploaded an item	SoundBible [folder]
03/19/14	10:29PM	Vance George	uploaded 2 items	beep-07.mp3
03/19/14	10:29PM	Vance George	uploaded 2 items	Beep Ping-SoundBible.com-217088958.mp3
03/19/14	10:30PM	Vance George	uploaded 2 items	Freesfx [folder]
03/19/14	10:30PM	Vance George	uploaded an item	Dying Robot-SoundBible.com-1721415199.mp3
03/19/14	10:30PM	Vance George	uploaded an item	robot_malfunction.mp3
03/19/14	10:31PM	Vance George	uploaded an item	SoundBible [folder]
03/19/14	10:31PM	Vance George	uploaded 2 items	Boat Horn-SoundBible.com-15322206.mp3
03/19/14	10:33PM	Vance George	moved 2 items to	Trash [folder]
03/19/14	10:33PM	Vance George	uploaded an item	Soundbible.com [folder]
03/19/14	10:33PM	Vance George	uploaded an item	Ocean_Waves-Mike_Koenig-980635527.mp3
03/20/14	4:59 PM	Katharine Anderson	edited an item	UML Resources
03/20/14	5:02 PM	Katharine Anderson	renamed an item	Coding Notes
03/20/14	5:54 PM	Katharine Anderson	edited an item	Coding Notes
03/21/14	11:02PM	Katharine Anderson	edited an item	GameObjects
03/22/14	3:23 PM	Katharine Anderson	created an item in	Code [folder]
03/22/14	3:32 PM	Katharine Anderson	edited an item	Coding Standards

03/22/14	3:34 PM	Katharine Anderson	commented on an item	Coding Standards
03/22/14	3:35 PM	Katharine Anderson	edited an item	Coding Standards
03/22/14	3:59 PM	Katharine Anderson	edited an item	GameObjects
03/22/14	4:00 PM	Katharine Anderson	moved an item to	COM293 [folder]
03/22/14	4:00 PM	Katharine Anderson	edited an item	umlClassDiagrams
03/22/14	4:14 PM	Katharine Anderson	edited an item	Coding Notes
03/22/14	4:47 PM	Katharine Anderson	edited an item	GameObjects
03/22/14	5:10 PM	Katharine Anderson	edited an item	GameObjects
03/22/14	7:51 PM	Katharine Anderson	moved an item to	Initial Game Documentation [folder]
03/22/14	7:51 PM	Katharine Anderson	edited an item	Game Spec
03/22/14	10:15PM	Vance George	uploaded an item	Base Song (And Carry a Big Stick).mp3
03/23/14	12:27PM	Katharine Anderson	edited an item	GameObjects
03/23/14	12:29PM	Stephen Haines	created an item in	Level Music [folder]
03/23/14	12:38PM	Katharine Anderson	edited an item	Coding Notes
03/23/14	2:07 PM	Katharine Anderson	edited an item	GameObjects
03/23/14	2:33 PM	Vance George	edited an item	Base Song Note
03/23/14	5:47 PM	Katharine Anderson	edited an item	GameStates
03/23/14	9:10 PM	Katharine Anderson	edited an item	GameObjects
03/23/14	9:10 PM	Katharine Anderson	edited an item	GameStates
03/23/14	9:10 PM	Katharine Anderson	uploaded an item	Snippets and Tests [folder]
03/23/14	9:11 PM	Katharine Anderson	uploaded an item	Snippets [folder]

03/23/14	9:13 PM	Katharine Anderson	created an item in	Code [folder]
03/23/14	9:21 PM	Katharine Anderson	edited an item	References
03/24/14	1:58 AM	Kevin Smith	edited an item	Art Assets
03/24/14	2:16 AM	Kevin Smith	created an item in	Raw Files [folder]
03/24/14	2:16 AM	Kevin Smith	created an item in	Titanic [folder]
03/24/14	2:16 AM	Kevin Smith	created an item in	Poop Deck [folder]
03/24/14	3:57 AM	Kevin Smith	created an item in	Titanic [folder]
03/24/14	3:57 AM	Kevin Smith	created an item in	Shelter Deck Aft [folder]
03/24/14	4:55 AM	Kevin Smith	created an item in	Titanic [folder]
03/24/14	4:56 AM	Kevin Smith	created an item in	Bridge Deck [folder]
03/24/14	7:10 AM	Stephen Haines	edited an item	Base Song Note
03/24/14	11:52AM	Kevin Smith	edited an item	BridgeDeck_Top.tif
03/24/14	12:22PM	Kevin Smith	created an item in	Titanic [folder]
03/24/14	12:22PM	Kevin Smith	created an item in	Promenade Deck [folder]
03/24/14	12:57PM	Katharine Anderson	edited an item	GameObjects
03/24/14	1:26 PM	Kevin Smith	edited an item	Art Assets
03/24/14	1:27 PM	Kevin Smith	created 14 items in	Titanic [folder]
03/24/14	1:28 PM	Kevin Smith	renamed an item	Deck Bridge
03/24/14	1:29 PM	Kevin Smith	renamed an item	Deck Poop
03/24/14	1:29 PM	Kevin Smith	renamed an item	Deck Promenade
03/24/14	1:29 PM	Kevin Smith	renamed an item	Deck Shelter Aft

Date	Time	User	Action	Item
03/24/14	1:32 PM	Kevin Smith	created 10 items in	Titanic [folder]
03/24/14	1:32 PM	Kevin Smith	created an item in	Raw Files [folder]
03/24/14	1:32 PM	Kevin Smith	edited an item	Art Assets
03/24/14	1:33 PM	Kevin Smith	created 4 items in	Environment Objects [folder]
03/24/14	1:34 PM	Kevin Smith	edited an item	Art Assets
03/24/14	1:35 PM	Kevin Smith	created 7 items in	Decoration [folder]
03/24/14	1:35 PM	Kevin Smith	created an item in	Titanic [folder]
03/24/14	1:36 PM	Kevin Smith	created an item in	Decoration [folder]
03/24/14	1:36 PM	Kevin Smith	created an item in	Raw Files [folder]
03/24/14	1:37 PM	Kevin Smith	created 3 items in	Interactive Objects [folder]
03/24/14	1:37 PM	Kevin Smith	created an item in	Raw Files [folder]
03/24/14	1:38 PM	Kevin Smith	created 5 items in	Characters [folder]
03/24/14	1:38 PM	Kevin Smith	created an item in	Raw Files [folder]
03/24/14	1:38 PM	Kevin Smith	edited an item	Art Assets
03/24/14	1:39 PM	Kevin Smith	created 5 items in	Weapons [folder]
03/24/14	1:39 PM	Kevin Smith	created an item in	Raw Files [folder]
03/24/14	1:40 PM	Kevin Smith	created 13 items in	Particle Textures [folder]
03/24/14	3:24 PM	Vance George	edited an item	Base Song Note
03/24/14	3:54 PM	Kevin Smith	created 3 items in	Stairs [folder]
03/24/14	3:59 PM	Kevin Smith	edited an item	Art Assets
03/24/14	4:00 PM	Kevin Smith	renamed an item	Deck Stairs

03/24/14	4:04 PM	Kevin Smith	edited an item	Art Assets
03/24/14	4:22 PM	Kevin Smith	created 3 items in	Vent [folder]
03/24/14	4:42 PM	Kevin Smith	edited an item	Art Assets
03/24/14	4:44 PM	Katharine Anderson	edited an item	GameObjects
03/24/14	4:56 PM	Kevin Smith	created an item in	Life Preserver [folder]
03/24/14	4:56 PM	Kevin Smith	edited an item	LifePreserver_Front.tif
03/24/14	4:58 PM	Kevin Smith	edited an item	Art Assets
03/24/14	5:10 PM	Stephen Haines	created an item in	Project Management [folder]
03/24/14	5:15 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
03/24/14	5:44 PM	Stephen Haines	created an item in	Test Unity Project 03-23-14 [folder]
03/24/14	5:47 PM	Katharine Anderson	edited an item	GameObjects
03/24/14	8:07 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
03/24/14	8:32 PM	Kevin Smith	edited an item	Art Assets
03/24/14	8:33 PM	Katharine Anderson	edited an item	GameStates
03/24/14	8:34 PM	Katharine Anderson	edited an item	GameObjects
03/24/14	8:35 PM	Kevin Smith	uploaded 2 items	Capstan_Top.tif
03/24/14	8:35 PM	Kevin Smith	edited an item	Art Assets
03/24/14	8:40 PM	Stephen Haines	edited an item	To-Do List
03/24/14	8:54 PM	Katharine Anderson	edited an item	GameStates
03/24/14	9:00 PM	Katharine Anderson	edited an item	GameObjects
03/24/14	9:08 PM	Katharine Anderson	edited an item	Coding Notes

03/2 4/14	9:10 PM	Kevin Smith	renamed an item	Mooring Pin
03/2 4/14	9:11 PM	Kevin Smith	uploaded 2 items	MooringPin_Side.tif
03/2 4/14	9:12 PM	Katharine Anderson	edited an item	Coding Notes
03/2 4/14	9:19 PM	Kevin Smith	edited an item	Art Assets
03/2 4/14	9:54 PM	Kevin Smith	uploaded an item	BootyDeck_ViewingPlatform_Top.tif
03/2 4/14	9:55 PM	Stephen Haines	created an item in	Documentation [folder]
03/2 4/14	10:3 1PM	Stephen Haines	edited an item	To-Do List
03/2 4/14	10:3 2PM	Stephen Haines	created an item in	Project Management [folder]
03/2 4/14	10:3 4PM	Stephen Haines	edited an item	To-Do List
03/2 4/14	10:3 6PM	Stephen Haines	edited an item	Untitled document
03/2 4/14	10:3 6PM	Stephen Haines	commented on an item	Untitled document
03/2 4/14	10:3 6PM	Stephen Haines	renamed an item	Nice to Have
03/2 4/14	10:3 8PM	Stephen Haines	created an item in	Interface [folder]
03/2 4/14	10:3 9PM	Stephen Haines	edited an item	Nice to Have
03/2 5/14	3:16 PM	Katharine Anderson	edited an item	Coding Notes
03/2 5/14	3:32 PM	Kevin Smith	created an item in	Capstone [folder]
03/2 5/14	9:32 PM	Katharine Anderson	edited an item	Coding Notes
03/2 6/14	1:19 PM	Josh Cavazos	uploaded 3 items	Pause.jpg
03/2 6/14	3:40 PM	Kevin Smith	edited an item	Art Assets
03/2 6/14	4:17 PM	Kevin Smith	renamed an item	Crane Housing
03/2 6/14	4:19 PM	Kevin Smith	created 2 items in	Crane Housing [folder]

03/26/14	4:19 PM	Kevin Smith	edited an item	Art Assets
03/26/14	4:34 PM	Kevin Smith	created 2 items in	Electric Crane [folder]
03/26/14	4:47 PM	Kevin Smith	edited an item	Art Assets
03/26/14	4:49 PM	Kevin Smith	created an item in	Titanic [folder]
03/26/14	4:53 PM	Kevin Smith	created 2 items in	Crane Arm [folder]
03/26/14	5:03 PM	Kevin Smith	edited an item	Art Assets
03/26/14	5:06 PM	Kevin Smith	edited an item	BootyDeck_ViewingPlatform_Top.tif
03/26/14	5:06 PM	Kevin Smith	created an item in	Booty Deck Viewing Platform [folder]
03/26/14	5:17 PM	Katharine Anderson	uploaded an item	Test Unity Project 03-26-14.rar
03/26/14	5:21 PM	Kevin Smith	edited an item	BootyDeck_ViewingPlatform_Front.tif
03/26/14	6:17 PM	Kevin Smith	edited an item	Art Assets
03/26/14	7:40 PM	Katharine Anderson	created an item in	Audio Assets [folder]
03/26/14	9:05 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
03/26/14	9:38 PM	Kevin Smith	edited an item	Art Assets
03/26/14	9:47 PM	Stephen Haines	created an item in	Music [folder]
03/26/14	9:48 PM	Josh Cavazos	uploaded 3 items	OptionsMenu2.psd
03/26/14	9:50 PM	Kevin Smith	edited an item	Art Assets
03/26/14	9:51 PM	Josh Cavazos	moved 3 items to	Trash [folder]
03/26/14	9:51 PM	Josh Cavazos	uploaded 3 items	OptionsMenu2.jpg
03/26/14	9:56 PM	Kevin Smith	edited an item	Art Assets
03/26/14	9:58 PM	Katharine Anderson	uploaded an item	Test Unity Project 03-26-14 B.zip

03/27/14	3:44 PM	Kevin Smith	edited an item	Art Assets
03/27/14	5:25 PM	Kevin Smith	created an item in	Grunt [folder]
03/27/14	5:43 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
03/27/14	8:57 PM	Katharine Anderson	uploaded an item	Test Unity Project 03-27-14.zip
03/30/14	7:34 AM	Katharine Anderson	edited an item	03/27/14
03/30/14	5:21 PM	Katharine Anderson	uploaded 5 items	Finished 03-30-14 [folder]
03/30/14	5:21 PM	Katharine Anderson	moved 4 items to	Finished 03-30-14 [folder]
03/30/14	6:02 PM	Katharine Anderson	edited an item	03/27/14
03/30/14	8:08 PM	Kevin Smith	edited an item	GruntFront.tif
03/30/14	8:32 PM	Kevin Smith	created an item in	Grunt [folder]
03/30/14	8:32 PM	Kevin Smith	edited an item	GruntFront.tif
03/30/14	8:49 PM	Kevin Smith	created 2 items in	Lifeboat [folder]
03/30/14	8:55 PM	Kevin Smith	created 2 items in	Lifeboat Crane [folder]
03/30/14	8:57 PM	Kevin Smith	created an item in	Electric Winch [folder]
03/30/14	9:00 PM	Kevin Smith	created an item in	Cargo Crane Platform [folder]
03/30/14	9:45 PM	Katharine Anderson	edited an item	Coding Notes
03/30/14	9:46 PM	Katharine Anderson	uploaded an item	Test Unity Project 03-30-14.zip
03/30/14	10:43PM	Kevin Smith	created 2 items in	Titanic [folder]
03/30/14	10:44PM	Kevin Smith	moved 5 items to	Details [folder]
03/30/14	10:44PM	Kevin Smith	moved 3 items to	Structure [folder]
03/30/14	10:45PM	Kevin Smith	moved 3 items to	Details [folder]

03/30/14	10:45PM	Kevin Smith	moved 4 items to	Structure [folder]
03/30/14	10:45PM	Kevin Smith	moved 2 items to	Structure [folder]
03/30/14	10:45PM	Kevin Smith	removed an item from	Titanic [folder]
03/30/14	10:45PM	Kevin Smith	moved 2 items to	Structure [folder]
03/30/14	10:45PM	Kevin Smith	moved 4 items to	Details [folder]
03/30/14	10:45PM	Kevin Smith	moved 2 items to	Structure [folder]
03/30/14	10:45PM	Kevin Smith	moved 2 items to	Details [folder]
03/30/14	10:45PM	Kevin Smith	moved an item to	Structure [folder]
03/30/14	10:45PM	Kevin Smith	moved an item to	Details [folder]
03/30/14	11:16PM	Kevin Smith	created an item in	Laser Rifle [folder]
03/30/14	11:17PM	Kevin Smith	created an item in	Gauss Rifle [folder]
03/30/14	11:18PM	Kevin Smith	created an item in	Grenades [folder]
03/30/14	11:36PM	Kevin Smith	created an item in	Semi-Automatic Rifle [folder]
03/30/14	11:51PM	Kevin Smith	created an item in	Weapons [folder]
03/30/14	11:51PM	Kevin Smith	created an item in	Fish Fucker 3000 [folder]
03/30/14	11:52PM	Kevin Smith	created an item in	Leon Botsky [folder]
03/30/14	11:54PM	Kevin Smith	created an item in	Lamp Exterior Ceiling [folder]
03/30/14	11:54PM	Kevin Smith	created an item in	Common Wealth Flag [folder]
03/30/14	11:55PM	Kevin Smith	created 2 items in	Wheel [folder]
03/30/14	11:56PM	Kevin Smith	created an item in	Debris Roof Cavein Blocker [folder]
03/30/14	11:57PM	Kevin Smith	created 2 items in	Bench [folder]

03/30/14	11:58PM	Kevin Smith	moved an item to	Details [folder]
03/31/14	12:05AM	Kevin Smith	edited an item	Art Assets
03/31/14	1:19 AM	Kevin Smith	created an item in	Theodore Roosevelt [folder]
03/31/14	2:31 AM	Kevin Smith	edited an item	TheodoreRoosevelt_Front.tif
03/31/14	2:50 AM	Kevin Smith	created an item in	Smoke Stack [folder]
03/31/14	4:09 AM	Kevin Smith	edited an item	Art Assets
03/31/14	4:13 AM	Kevin Smith	created an item in	Crate [folder]
03/31/14	4:14 AM	Kevin Smith	edited an item	Art Assets
03/31/14	4:16 AM	Kevin Smith	renamed an item	Decoration
03/31/14	4:16 AM	Kevin Smith	moved 8 items to	Decoration [folder]
03/31/14	4:16 AM	Kevin Smith	moved an item to	Titanic [folder]
03/31/14	4:16 AM	Kevin Smith	moved an item to	Characters [folder]
03/31/14	4:17 AM	Kevin Smith	edited an item	Art Assets
03/31/14	4:18 AM	Kevin Smith	renamed an item	Exterior Lamp
03/31/14	4:19 AM	Kevin Smith	renamed an item	PathBlockingDebri_Front.tif
03/31/14	4:19 AM	Kevin Smith	renamed an item	Path Blocking Debris
03/31/14	4:19 AM	Kevin Smith	edited an item	Art Assets
03/31/14	4:25 AM	Kevin Smith	created an item in	Sheet Metal [folder]
03/31/14	4:28 AM	Kevin Smith	edited an item	Art Assets
03/31/14	4:43 AM	Kevin Smith	created an item in	Steel I-Beam [folder]
03/31/14	4:45 AM	Kevin Smith	edited an item	Art Assets

03/31/14	4:47 AM	Kevin Smith	created an item in	Hammer [folder]
03/31/14	4:49 AM	Kevin Smith	edited an item	Art Assets
03/31/14	4:51 AM	Kevin Smith	created an item in	Toolbox [folder]
03/31/14	4:53 AM	Kevin Smith	edited an item	Art Assets
03/31/14	4:56 AM	Kevin Smith	created an item in	Metal Table [folder]
03/31/14	4:58 AM	Kevin Smith	edited an item	Art Assets
03/31/14	5:03 AM	Kevin Smith	created an item in	Luggage [folder]
03/31/14	3:32 PM	Kevin Smith	edited an item	Art Assets
03/31/14	4:19 PM	Kevin Smith	created an item in	Deck Poop [folder]
03/31/14	4:23 PM	Kevin Smith	edited an item	Art Assets
03/31/14	5:03 PM	Kevin Smith	created an item in	Deck Shelter Aft [folder]
03/31/14	8:13 PM	Kevin Smith	uploaded an item	Titanic [folder]
03/31/14	8:16 PM	Katharine Anderson	uploaded an item	Test Unity Project 03-31-14.zip
03/31/14	8:19 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
03/31/14	8:23 PM	Katharine Anderson	edited an item	03/27/14
03/31/14	8:23 PM	Katharine Anderson	edited an item	03/26/14
03/31/14	8:56 PM	Kevin Smith	uploaded 3 items	DeckPromenade.blend
03/31/14	9:00 PM	Stephen Haines	uploaded 2 items	MainMenuGUI2.js
03/31/14	9:00 PM	Stephen Haines	renamed an item	OldUnityProjectMenuGUI.js
03/31/14	9:01 PM	Stephen Haines	renamed an item	OldUnityProjectMenuBtns.js
03/31/14	9:13 PM	Josh Cavazos	uploaded 5 items	Volume.jpg

03/31/14	9:20 PM	Stephen Haines	edited an item	03/31/14
03/31/14	9:23 PM	Stephen Haines	created an item in	Project Management [folder]
03/31/14	9:23 PM	Stephen Haines	edited an item	03/31/14
03/31/14	9:37 PM	Josh Cavazos	moved 5 items to	Trash [folder]
03/31/14	9:38 PM	Josh Cavazos	uploaded 10 items	VolumeHL.jpg
03/31/14	9:52 PM	Kevin Smith	uploaded an item	DeckBridge.blend
03/31/14	9:57 PM	Josh Cavazos	uploaded 12 items	OptionsHL.jpg
03/31/14	10:30PM	Kevin Smith	edited an item	DeckShelterAft.blend
03/31/14	10:30PM	Kevin Smith	created 2 items in	Deck Shelter Aft [folder]
03/31/14	10:32PM	Stephen Haines	created 2 items in	Titanic [folder]
03/31/14	10:37PM	Katharine Anderson	uploaded an item	Test Unity Project 03-31-14B.zip
03/31/14	11:00PM	Stephen Haines	edited an item	Milestones Redux
04/01/14	7:32 AM	Katharine Anderson	created an item in	Documentation [folder]
04/01/14	7:38 AM	Katharine Anderson	edited an item	Credits
04/01/14	7:41 AM	Stephen Haines	edited an item	Milestones Redux
04/01/14	7:52 AM	Stephen Haines and Katharine Anderson	edited an item	Logo/Name Ideas
04/01/14	7:53 AM	Stephen Haines	commented on an item	Logo/Name Ideas
04/01/14	7:55 AM	Stephen Haines	edited an item	Logo/Name Ideas
04/01/14	12:16PM	Kevin Smith	renamed an item	DeckShelterAft.blend1
04/01/14	12:16PM	Kevin Smith	created an item in	Deck Poop [folder]
04/02/14	10:38AM	Katharine Anderson	edited an item	Logo/Name Ideas

Date	Time	User	Action	Item
04/02/14	3:31 PM	Kevin Smith	edited an item	DeckPoop.blend1
04/02/14	3:31 PM	Kevin Smith	edited an item	DeckPoop.blend2
04/02/14	3:41 PM	Kevin Smith	edited an item	DeckShelterAft.blend
04/02/14	3:41 PM	Kevin Smith	edited an item	DeckShelterAft.blend1
04/02/14	3:41 PM	Kevin Smith	edited an item	DeckShelterAft.blend2
04/02/14	4:18 PM	Kevin Smith	edited an item	DeckBridge.blend
04/02/14	4:18 PM	Kevin Smith	created an item in	Deck Bridge [folder]
04/02/14	4:56 PM	Kevin Smith	edited an item	DeckBridge.blend
04/02/14	8:23 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
04/02/14	8:27 PM	Kevin Smith	edited an item	Art Assets
04/02/14	8:33 PM	Katharine Anderson	uploaded an item	UNITY TEXTBOOKS [folder]
04/02/14	8:35 PM	Katharine Anderson	uploaded 3 items	Unity 4.x Game AI Programming.pdf
04/02/14	8:35 PM	Katharine Anderson	created an item in	Code [folder]
04/02/14	8:35 PM	Katharine Anderson	edited an item	How to View the UML Documents
04/02/14	8:35 PM	Katharine Anderson	renamed an item	How to View the UML Documents
04/02/14	8:35 PM	Katharine Anderson	uploaded an item	Unity Shaders and Effects Cookbook.pdf
04/02/14	8:38 PM	Kevin Smith	removed 2 items from	Titanic [folder]
04/02/14	8:41 PM	Katharine Anderson	edited an item	How to View the UML Documents
04/02/14	8:43 PM	Kevin Smith	edited an item	04/02/14
04/02/14	8:46 PM	Kevin Smith	edited an item	04/02/14
04/02/14	8:46 PM	Kevin Smith	edited an item	Art Assets

04/02/14	8:49 PM	Katharine Anderson	uploaded 2 items	Unity 4.x Cookbook.pdf
04/02/14	9:01 PM	Stephen Haines	edited an item	Milestones Redux
04/02/14	9:08 PM	Stephen Haines and Katharine Anderson	edited an item	Credits
04/02/14	9:48 PM	Josh Cavazos	uploaded 4 items	Text.js
04/02/14	9:51 PM	Katharine Anderson	moved 4 items to	UI Scripting [folder]
04/02/14	9:55 PM	Katharine Anderson	commented on an item	Back Button.js
04/02/14	9:55 PM	Katharine Anderson	commented on an item	Exit button.js
04/02/14	9:55 PM	Katharine Anderson	commented on an item	Options buton.js
04/02/14	9:55 PM	Katharine Anderson	commented on an item	Text.js
04/02/14	9:57 PM	Katharine Anderson	edited an item	Coding Notes
04/02/14	9:59 PM	Katharine Anderson	uploaded an item	Test Unity Project 04-02-14.zip
04/02/14	10:00PM	Katharine Anderson	edited an item	Coding Notes
04/02/14	10:46PM	Vance George	uploaded an item	Models [folder]
04/02/14	10:46PM	Vance George	created an item in	Models [folder]
04/02/14	10:47PM	Vance George	uploaded 2 items	Capstan.max
04/02/14	11:02PM	Katharine Anderson	renamed an item	User Interface
04/02/14	11:02PM	Katharine Anderson	moved an item to	Capstone [folder]
04/02/14	11:03PM	Katharine Anderson	moved 4 items to	User Interface [folder]
04/03/14	3:22 AM	Kevin Smith	created an item in	Deck Promenade [folder]
04/03/14	10:33AM	Katharine Anderson	uploaded 2 items	References + Notes [folder]
04/03/14	10:33AM	Katharine Anderson	moved 3 items to	UML [folder]

04/03/14	10:34AM	Katharine Anderson	moved 2 items to	References + Notes [folder]
04/03/14	10:34AM	Katharine Anderson	edited an item	Coding Standards
04/03/14	10:35AM	Katharine Anderson	commented on an item	Coding Standards
04/03/14	10:36AM	Katharine Anderson	uploaded an item	Finished 04-02-14 [folder]
04/03/14	10:37AM	Katharine Anderson	edited an item	Coding Standards
04/03/14	10:43AM	Katharine Anderson	uploaded 4 items	characterController.cs
04/03/14	1:19 PM	Kevin Smith	edited an item	Art Assets
04/03/14	2:04 PM	Kevin Smith	created 3 items in	Deck Boat [folder]
04/03/14	2:05 PM	Kevin Smith	edited an item	Art Assets
04/03/14	2:06 PM	Kevin Smith	created an item in	Titanic [folder]
04/03/14	2:07 PM	Kevin Smith	edited an item	Art Assets
04/03/14	2:31 PM	Kevin Smith	edited an item	DeckPromenade.blend
04/03/14	2:31 PM	Kevin Smith	created an item in	Deck Promenade [folder]
04/03/14	2:36 PM	Kevin Smith	edited an item	DeckPromenade.blend
04/03/14	2:36 PM	Kevin Smith	edited an item	Art Assets
04/03/14	2:45 PM	Kevin Smith	edited an item	DeckBoat.blend
04/03/14	2:52 PM	Kevin Smith	edited an item	Titanic_Level.unity
04/03/14	3:59 PM	Vance George	edited an item	Art Assets
04/03/14	4:12 PM	Kevin Smith	created an item in	Titanic [folder]
04/03/14	4:12 PM	Kevin Smith	created an item in	Deck Stairs [folder]
04/03/14	4:37 PM	Kevin Smith	edited an item	Titanic_Level.unity

04/03/14	6:50 PM	Katharine Anderson	edited an item	weaponScript.cs
04/03/14	8:43 PM	Katharine Anderson	edited an item	weaponScript.cs
04/03/14	9:05 PM	Vance George	edited an item	Art Assets
04/03/14	9:52 PM	Katharine Anderson	uploaded an item	Test Unity 04-03-14.zip
04/04/14	1:13 PM	Kevin Smith	created an item in	Deck Bridge [folder]
04/04/14	1:13 PM	Kevin Smith	created an item in	Deck Boat [folder]
04/04/14	4:43 PM	Katharine Anderson	created an item in	Code [folder]
04/04/14	5:11 PM	Katharine Anderson	edited an item	03/24/14 - Before Class
04/04/14	5:12 PM	Katharine Anderson	edited an item	03/26/14
04/04/14	5:15 PM	Katharine Anderson	renamed an item	Test Unity Project 04-03-14.zip
04/04/14	5:15 PM	Katharine Anderson	edited an item	03/26/14
04/04/14	10:25PM	Vance George	uploaded 7 items	Ship wheel.max
04/04/14	10:32PM	Vance George	uploaded an item	Metal Theme (And Carry a Big Stick).mp3
04/04/14	10:32PM	Vance George	created an item in	Level Music [folder]
04/04/14	10:39PM	Vance George	uploaded an item	Metal Theme [folder]
04/04/14	10:39PM	Vance George	moved an item to	Metal Theme [folder]
04/04/14	10:40PM	Vance George	moved an item to	Metal Theme [folder]
04/04/14	10:43PM	Vance George	uploaded an item	Jazz theme [folder]
04/04/14	10:44PM	Vance George	moved 2 items to	Jazz theme [folder]
04/05/14	8:19 PM	Katharine Anderson	uploaded an item	Test Unity Project 04-04-14.zip
04/06/14	10:56AM	Katharine Anderson	edited an item	Finished Code Components

04/06/14	12:40PM	Katharine Anderson	edited an item	FollowTrackingCamera.cs
04/06/14	6:20 PM	Vance George	uploaded an item	Recorded sounds [folder]
04/06/14	6:22 PM	Vance George	uploaded an item	Death sounds [folder]
04/06/14	6:23 PM	Vance George	moved an item to	Trash [folder]
04/06/14	6:23 PM	Vance George	uploaded 2 items	Engage Phrases [folder]
04/06/14	6:23 PM	Vance George	uploaded 11 items	D9.mp3
04/06/14	6:23 PM	Vance George	uploaded 5 items	E5.mp3
04/06/14	6:24 PM	Vance George	uploaded an item	Level music [folder]
04/06/14	6:24 PM	Vance George	uploaded an item	Metal Theme 2 Loop.mp3
04/06/14	6:26 PM	Vance George	renamed an item	Metal Theme 2 Reintro Loop.mp3
04/06/14	6:27 PM	Vance George	renamed an item	Boss Metal Theme
04/06/14	6:27 PM	Vance George	renamed an item	Menu/Credit Themes
04/06/14	6:27 PM	Vance George	renamed an item	Level Theme music
04/06/14	6:28 PM	Vance George	uploaded an item	Techno Theme.mp3
04/06/14	6:29 PM	Vance George	renamed an item	Jazz Menu song.mp3
04/06/14	6:45 PM	Vance George	uploaded an item	Metal Theme 2 Loop (alt ver).mp3
04/06/14	6:46 PM	Vance George	renamed an item	Metal Theme 2 No Intro Loop.mp3
04/07/14	3:04 AM	Kevin Smith	created an item in	Documentation [folder]
04/07/14	8:34 AM	Stephen Haines	created an item in	Documentation [folder]
04/07/14	12:47PM	Katharine Anderson	created an item in	WIP 04-07-14 [folder]
04/07/14	1:04 PM	Josh Cavazos	uploaded an item	Main MenuTST.exe

04/07/14	4:35 PM	Stephen Haines	edited an item	Milestones Redux
04/07/14	4:46 PM	Kevin Smith	created an item in	Art Assets [folder]
04/07/14	4:54 PM	Kevin Smith	created an item in	Deck Shelter Bow [folder]
04/07/14	4:59 PM	Katharine Anderson	edited an item	Finished Code Components
04/07/14	4:59 PM	Katharine Anderson	uploaded an item	Test Unity Project 04-07-14.zip
04/07/14	5:01 PM	Katharine Anderson	edited an item	Finished Code Components
04/07/14	5:25 PM	Kevin Smith	edited an item	03/17/14
04/07/14	5:26 PM	Kevin Smith	commented on an item	03/17/14
04/07/14	5:26 PM	Kevin Smith	edited an item	03/24/14 - in Class
04/07/14	5:27 PM	Kevin Smith	commented on an item	03/24/14 - in Class
04/07/14	5:28 PM	Kevin Smith	edited an item	03/17/14
04/07/14	5:28 PM	Kevin Smith	edited an item	03/27/14
04/07/14	5:28 PM	Kevin Smith	commented on an item	03/27/14
04/07/14	5:29 PM	Kevin Smith	edited an item	03/31/14
04/07/14	5:29 PM	Kevin Smith	edited an item	03/24/14 - in Class
04/07/14	5:29 PM	Kevin Smith	edited an item	04/02/14
04/07/14	5:31 PM	Kevin Smith	edited an item	03/27/14
04/07/14	5:32 PM	Kevin Smith	commented on an item	04/02/14
04/07/14	5:32 PM	Kevin Smith	edited an item	03/31/14
04/07/14	5:32 PM	Kevin Smith	edited an item	04/02/14
04/07/14	5:34 PM	Kevin Smith	moved an item to	Trash [folder]

04/07/14	6:22 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
04/07/14	6:49 PM	Kevin Smith	uploaded an item	DeckForecastle_Top.tif
04/07/14	7:10 PM	Stephen Haines	edited an item	Milestones Redux
04/07/14	8:24 PM	Stephen Haines	created an item in	Engage Phrases [folder]
04/07/14	8:31 PM	Stephen Haines	created an item in	Menu sounds [folder]
04/07/14	8:42 PM	Stephen Haines	created an item in	Documentation [folder]
04/07/14	8:46 PM	Stephen Haines	edited an item	04/07/14
04/07/14	8:48 PM	Stephen Haines	edited an item	Logo Feedback
04/07/14	8:48 PM	Stephen Haines	commented on an item	Logo Feedback
04/07/14	8:51 PM	Stephen Haines	edited an item	Logo Feedback
04/07/14	8:58 PM	Stephen Haines	edited an item	Nice to Have
04/07/14	9:02 PM	Katharine Anderson	edited an item	Finished Code Components
04/07/14	9:10 PM	Stephen Haines	created an item in	Level Music [folder]
04/07/14	9:54 PM	Katharine Anderson	uploaded an item	Test Unity Project 04-07-14B.zip
04/08/14	9:47 AM	Katharine Anderson	uploaded an item	Katy's Condensed Dev Doc Template.doc
04/08/14	1:04 PM	Kevin Smith	created an item in	Deck Shelter Bow [folder]
04/08/14	1:04 PM	Kevin Smith	edited an item	DeckForecastle_Top.tif
04/08/14	1:04 PM	Kevin Smith	edited an item	DeckForecastle_Top.tif
04/08/14	1:04 PM	Kevin Smith	created an item in	Deck Forecastle [folder]
04/08/14	1:04 PM	Kevin Smith	created an item in	Cargo Path [folder]
04/08/14	1:04 PM	Kevin Smith	created an item in	Cargo Hold [folder]

04/0 8/14	1:07 PM	Kevin Smith	created 4 items in	Titanic [folder]
04/0 8/14	1:13 PM	Kevin Smith	edited an item	Titanic_Level.unity
04/0 8/14	1:14 PM	Kevin Smith	moved an item to	Trash [folder]
04/0 8/14	1:16 PM	Kevin Smith	created an item in	Deck Shelter Bow [folder]
04/0 8/14	2:05 PM	Kevin Smith	created an item in	Audio Assets [folder]
04/0 8/14	7:47 PM	Katharine Anderson	edited an item	Credits
04/0 8/14	9:28 PM	Katharine Anderson	uploaded an item	User Interface [folder]
04/0 8/14	9:28 PM	Katharine Anderson	moved an item to	Base Game [folder]
04/0 8/14	9:54 PM	Katharine Anderson	edited an item	Finished Code Components
04/0 9/14	7:56 AM	Stephen Haines and Katharine Anderson	edited an item	Credits
04/0 9/14	10:4 3AM	Katharine Anderson	uploaded an item	04-08_characterController.cs
04/0 9/14	9:55 PM	Katharine Anderson	uploaded an item	Test Unity Project 04-09-14.zip
04/1 0/14	8:59 PM	Stephen Haines	created an item in	Code [folder]
04/1 1/14	11:4 5AM	Kevin Smith	uploaded an item	04-11_characterController.cs
04/1 3/14	9:24 PM	Vance George	created an item in	COM293 [folder]
04/1 3/14	9:44 PM	Vance George	edited an item	ad
04/1 3/14	10:0 9PM	Vance George	edited an item	ad
04/1 4/14	5:09 PM	Kevin Smith	renamed an item	FTX-3000
04/1 4/14	5:10 PM	Kevin Smith	renamed an item	FTX-3000_Side.tif
04/1 4/14	5:10 PM	Kevin Smith	edited an item	Art Assets
04/1 4/14	8:43 PM	Vance George	uploaded an item	Scripts [folder]

04/14/14	8:44 PM	Vance George	created an item in	Scripts [folder]
04/14/14	9:33 PM	Vance George and Stephen Haines	edited an item	Game Scripts
04/14/14	9:35 PM	Vance George	commented on an item	Game Scripts
04/14/14	9:36 PM	Vance George	edited an item	Game Scripts
04/16/14	7:29 PM	Katharine Anderson	edited an item	GameStates
04/16/14	7:56 PM	Katharine Anderson	edited an item	Coding Notes
04/16/14	8:21 PM	Katharine Anderson	edited an item	Finished Code Components
04/16/14	9:19 PM	Katharine Anderson	edited an item	03/27/14
04/16/14	9:20 PM	Katharine Anderson	uploaded an item	Menu Screens.jpg
04/16/14	9:22 PM	Katharine Anderson	edited an item	03/27/14
04/17/14	2:04 PM	Katharine Anderson	edited an item	Coding Notes
04/18/14	11:23PM	Katharine Anderson	created an item in	Base Game [folder]
04/19/14	2:15 PM	Katharine Anderson	uploaded 2 items	Unity Test Project 04-19-14.zip
04/19/14	2:18 PM	Katharine Anderson	edited an item	Ongoing Changelog
04/21/14	5:13 PM	Katharine Anderson	edited an item	GameObjects
04/21/14	5:20 PM	Katharine Anderson	renamed an item	04-07 Meeting Notes
04/21/14	5:21 PM	Katharine Anderson	uploaded an item	04-21 Coding Questions.jpg
04/21/14	5:22 PM	Katharine Anderson	renamed an item	03-24 Menu Flow
04/21/14	5:22 PM	Katharine Anderson	moved 3 items to	Meeting Notes [folder]
04/21/14	5:29 PM	Stephen Haines	edited an item	Milestones Redux
04/21/14	5:36 PM	Katharine Anderson	uploaded an item	Learn 2D Game Development with C#.pdf

04/21/14	5:40 PM	Stephen Haines	edited an item	Milestones Redux
04/21/14	6:06 PM	Katharine Anderson	uploaded an item	04-21 Meeting Notes.jpg
04/21/14	6:29 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
04/21/14	7:04 PM	Stephen Haines	edited an item	04/21/14
04/21/14	7:05 PM	Stephen Haines	commented on an item	04/21/14
04/21/14	7:07 PM	Stephen Haines	edited an item	04/21/14
04/21/14	8:34 PM	Katharine Anderson	edited an item	Ongoing Changelog
04/21/14	8:39 PM	Katharine Anderson	uploaded an item	Unity Test Project 04-21-14.zip
04/21/14	8:43 PM	Katharine Anderson	edited an item	Ongoing Changelog
04/21/14	8:54 PM	Katharine Anderson	edited an item	Finished Code Components
04/21/14	8:56 PM	Katharine Anderson	moved 2 items to	WIP 04-07-14 [folder]
04/21/14	8:57 PM	Katharine Anderson	edited an item	Finished Code Components
04/21/14	8:57 PM	Katharine Anderson	uploaded an item	Built 04-21-14 [folder]
04/21/14	8:57 PM	Katharine Anderson	uploaded 5 items	enemyScript.cs
04/21/14	9:07 PM	Vance George	uploaded an item	Menu Scripts.zip
04/21/14	9:23 PM	Vance George	renamed an item	Menu Scripts AnyKey.zip
04/21/14	9:23 PM	Vance George	uploaded an item	Menu Scripts no Anykey.zip
04/21/14	9:41 PM	Stephen Haines	uploaded an item	Unity Test Project 04-21-14 Steph.zip
04/22/14	3:22 PM	Vance George	uploaded an item	GUI [folder]
04/22/14	3:22 PM	Vance George	uploaded an item	Capstone Gui [folder]
04/22/14	3:22 PM	Vance George	uploaded 4 items	GUI Health Incriments.psd

04/22/14	5:05 PM	Kevin Smith	edited an item	04/21/14
04/23/14	6:39 PM	Katharine Anderson	moved an item to	Meeting Notes [folder]
04/23/14	6:39 PM	Katharine Anderson	edited an item	Copy of Team Meeting Notes Templates
04/23/14	6:39 PM	Katharine Anderson	renamed an item	04/23/14
04/23/14	6:46 PM	Katharine Anderson	uploaded 3 items	Copy of GameObjects
04/23/14	6:46 PM	Katharine Anderson	moved 2 items to	Versions Prior to 04/23/14 [folder]
04/23/14	6:46 PM	Katharine Anderson	renamed an item	GameObjects
04/23/14	6:47 PM	Katharine Anderson	renamed an item	GameStates
04/23/14	6:47 PM	Stephen Haines	moved an item to	Art Assets [folder]
04/23/14	6:47 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	6:47 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	6:47 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	6:47 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	6:48 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	6:48 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	6:49 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	6:49 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	6:50 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	6:51 PM	Stephen Haines	uploaded an item	UI Folder [folder]
04/23/14	6:51 PM	Stephen Haines	created an item in	Meeting Notes [folder]
04/23/14	6:51 PM	Stephen Haines	moved 34 items to	UI Folder [folder]

04/23/14	6:51 PM	Stephen Haines	created an item in	Meeting Notes [folder]
04/23/14	6:53 PM	Stephen Haines	uploaded an item	Main Project Folder [folder]
04/23/14	6:54 PM	Stephen Haines	moved an item to	Main Project Folder [folder]
04/23/14	6:58 PM	Stephen Haines	uploaded 2 items	Old Project Versions [folder]
04/23/14	6:58 PM	Stephen Haines	moved 16 items to	Old Project Versions [folder]
04/23/14	6:59 PM	Katharine Anderson	moved 2 items to	Code [folder]
04/23/14	7:06 PM	Katharine Anderson	edited an item	GameObjects
04/23/14	7:07 PM	Vance George	uploaded an item	Sounds UML [folder]
04/23/14	7:08 PM	Vance George	created an item in	Sounds UML [folder]
04/23/14	7:21 PM	Vance George	edited an item	Sounds UML Diagram
04/23/14	7:21 PM	Stephen Haines	uploaded an item	Visio [folder]
04/23/14	7:28 PM	Vance George	edited an item	Sounds UML Diagram
04/23/14	7:28 PM	Stephen Haines	uploaded an item	Visio Pro 2013.zip
04/23/14	7:36 PM	Vance George	edited an item	Sounds UML Diagram
04/23/14	7:46 PM	Vance George	edited an item	Sounds UML Diagram
04/23/14	7:46 PM	Stephen Haines	uploaded an item	Unity Test Project 04-23-14 Steph.zip
04/23/14	7:47 PM	Vance George	edited an item	Sounds UML Diagram
04/23/14	7:47 PM	Stephen Haines	created an item in	Pending Updates [folder]
04/23/14	7:58 PM	Vance George	edited an item	Sounds UML Diagram
04/23/14	8:09 PM	Vance George	uploaded an item	Copy of beep-07.mp3
04/23/14	8:10 PM	Vance George	renamed an item	Beep

04/23/14	8:10 PM	Vance George	renamed an item	Boop
04/23/14	8:11 PM	Vance George	moved an item to	Trash [folder]
04/23/14	8:11 PM	Vance George	edited an item	beep
04/23/14	8:11 PM	Vance George	edited an item	boop
04/23/14	8:43 PM	Vance George	edited an item	Jazz Menu song.mp3
04/23/14	9:38 PM	Vance George	uploaded 2 items	Menu 4-23-14 Buildb.unitypackage
04/23/14	9:43 PM	Katharine Anderson	uploaded an item	Unity Test Project 04-23-14.zip
04/23/14	10:07PM	Katharine Anderson	removed 21 items from	And Carry a Big Stick [folder]
04/23/14	10:07PM	Katharine Anderson	moved 2 items to	And Carry a Big Stick [folder]
04/23/14	10:08PM	Katharine Anderson	moved an item to	Code [folder]
04/23/14	10:08PM	Katharine Anderson	renamed an item	Tests
04/23/14	10:09PM	Katharine Anderson	moved 2 items to	References + Notes [folder]
04/23/14	10:09PM	Katharine Anderson	moved an item to	Documentation [folder]
04/23/14	11:32PM	Stephen Haines	edited an item	Milestones Redux
04/25/14	12:43PM	Katharine Anderson	uploaded 7 items	Previous Packages [folder]
04/25/14	12:43PM	Katharine Anderson	moved 5 items to	Previous Packages [folder]
04/25/14	12:43PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/25/14	12:44PM	Katharine Anderson	uploaded 6 items	04-25-14_Titanic.unitypackage
04/25/14	12:44PM	Katharine Anderson	removed an item from	And Carry a Big Stick [folder]
04/25/14	12:44PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/25/14	12:44PM	Katharine Anderson	uploaded an item	Unity Test Project 04-25-14 KATY.zip

04/25/14	5:17 PM	Katharine Anderson	moved 8 items to	Previous Packages [folder]
04/25/14	5:18 PM	Katharine Anderson	renamed an item	04-23-14_MenuA.unitypackage
04/25/14	5:18 PM	Katharine Anderson	renamed an item	04-23-14_MenuB.unitypackage
04/25/14	5:18 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/25/14	5:20 PM	Katharine Anderson	uploaded an item	Unity Test Project.zip
04/25/14	5:21 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/25/14	5:21 PM	Katharine Anderson	uploaded an item	Current Packages [folder]
04/25/14	5:22 PM	Katharine Anderson	uploaded 8 items	04-25-14_HealthDrop.unitypackage
04/25/14	5:22 PM	Katharine Anderson	created an item in	Main Project Folder [folder]
04/25/14	5:24 PM	Katharine Anderson	moved an item to	Main Project Folder [folder]
04/25/14	5:24 PM	Katharine Anderson	renamed an item	Ongoing Changelog - Code
04/25/14	5:27 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
04/25/14	5:30 PM	Katharine Anderson	uploaded an item	04-25-14_Everything.unitypackage
04/25/14	5:31 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
04/25/14	5:32 PM	Katharine Anderson	edited an item	Contact Info
04/25/14	5:34 PM	Katharine Anderson	edited an item	Coding Standards
04/25/14	5:35 PM	Katharine Anderson	commented on an item	Coding Standards
04/25/14	5:37 PM	Katharine Anderson	edited an item	Coding Standards
04/25/14	9:48 PM	Kevin Smith	moved 2 items to	Trash [folder]
04/25/14	9:48 PM	Kevin Smith	created an item in	Weapons [folder]
04/25/14	9:48 PM	Kevin Smith	created an item in	Gauss Rifle [folder]

04/26/14	2:19 AM	Vance George	renamed an item	Sound Asset citations
04/26/14	1:29 PM	Stephen Haines	created 2 items in	Pending Updates [folder]
04/27/14	1:49 AM	Kevin Smith	created an item in	FTX-3000 [folder]
04/27/14	1:49 AM	Kevin Smith	created an item in	Laser Rifle [folder]
04/27/14	1:50 AM	Kevin Smith	created an item in	FTX-3000 [folder]
04/27/14	1:51 AM	Kevin Smith	created an item in	Gauss Rifle [folder]
04/27/14	1:51 AM	Kevin Smith	created an item in	Laser Rifle [folder]
04/27/14	1:52 AM	Kevin Smith	created 2 items in	Textures [folder]
04/27/14	1:53 AM	Kevin Smith	created 2 items in	Textures [folder]
04/27/14	1:53 AM	Kevin Smith	created an item in	Gauss Rifle [folder]
04/27/14	1:54 AM	Kevin Smith	created an item in	Textures [folder]
04/27/14	1:54 AM	Kevin Smith	created an item in	Textures [folder]
04/27/14	1:54 AM	Kevin Smith	created an item in	Semi-Automatic Rifle [folder]
04/27/14	1:54 AM	Kevin Smith	created an item in	Textures [folder]
04/27/14	1:54 AM	Kevin Smith	created an item in	Semi-Automatic Rifle [folder]
04/27/14	1:55 AM	Kevin Smith	created 3 items in	Textures [folder]
04/27/14	11:20AM	Katharine Anderson	moved 2 items to	Previous Packages [folder]
04/27/14	11:21AM	Katharine Anderson	uploaded 4 items	04-27-14_Prefabs.unitypackage
04/27/14	11:21AM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/27/14	11:21AM	Katharine Anderson	moved 5 items to	Previous Packages [folder]

04/2 7/14	11:3 9AM	Katharine Anderson	edited an item	Ongoing Changelog - Code
04/2 7/14	12:4 7PM	Katharine Anderson	created an item in	Documentation [folder]
04/2 7/14	2:24 PM	Katharine Anderson	uploaded an item	04-27-14_Everything.unitypackage
04/2 7/14	2:25 PM	Katharine Anderson	uploaded an item	Unity Test Project 04-27-14.zip
04/2 7/14	2:31 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
04/2 8/14	9:21 AM	Katharine Anderson	edited an item	Capstone Activity Log
04/2 8/14	3:08 PM	Katharine Anderson	edited an item	Coding Notes
04/2 8/14	4:23 PM	Stephen Haines	created 2 items in	Pending Updates [folder]
04/2 8/14	6:37 PM	Katharine Anderson	uploaded an item	04-28 Meeting Notes.jpg
04/2 8/14	6:41 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
04/2 8/14	7:19 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/2 8/14	7:19 PM	Katharine Anderson	uploaded an item	Unity Test Project 04-28-14A.zip
04/2 8/14	7:20 PM	Vance George	uploaded an item	menu & level 4_28_14.unitypackage
04/2 8/14	7:38 PM	Stephen Haines	edited an item	Milestones Redux
04/2 8/14	7:44 PM	Stephen Haines	uploaded 2 items	triggers.unitypackage
04/2 8/14	8:02 PM	Katharine Anderson	renamed an item	04-28-14_triggers.unitypackage
04/2 8/14	8:03 PM	Katharine Anderson	renamed an item	04-28-14_spawners.unitypackage
04/2 8/14	8:03 PM	Katharine Anderson	removed 2 items from	Pending Updates [folder]
04/2 8/14	8:03 PM	Katharine Anderson	moved 3 items to	Previous Packages [folder]
04/2 8/14	8:03 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/2 8/14	8:04 PM	Katharine Anderson	renamed an item	Unity Test Project 04-25-14B.zip

04/28/14	8:04 PM	Katharine Anderson	uploaded an item	Unity Test Project 04-28-14B.zip
04/28/14	8:21 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
04/28/14	8:35 PM	Katharine Anderson	renamed an item	04-28-14_menu+level.unitypackage
04/28/14	8:49 PM	Stephen Haines	uploaded an item	Unity Test Project Spawners.zip
04/28/14	9:03 PM	Katharine Anderson	renamed an item	Unity Test Project Spawners 04-28-14.zip
04/28/14	9:03 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/28/14	9:51 PM	Vance George	uploaded 4 items	GUI Base.jpg
04/28/14	9:52 PM	Vance George	renamed an item	GUI Base 4 28 14.jpg
04/28/14	9:52 PM	Vance George	renamed an item	GUI Base 4 28 14.psd
04/28/14	9:53 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/28/14	9:54 PM	Katharine Anderson	uploaded an item	Unity Test Project 04-28-14C.zip
04/29/14	8:29 AM	Katharine Anderson	edited an item	Finished Code Components
04/29/14	8:30 AM	Katharine Anderson	edited an item	Ongoing Changelog - Code
04/29/14	8:33 AM	Katharine Anderson	edited an item	Credits
04/29/14	9:18 AM	Katharine Anderson	uploaded 3 items	BasicMenuA.cs
04/29/14	9:22 AM	Katharine Anderson	renamed an item	04-23-14.jpg
04/29/14	9:22 AM	Katharine Anderson	uploaded an item	Logo [folder]
04/29/14	9:22 AM	Katharine Anderson	moved 3 items to	Logo [folder]
04/29/14	9:23 AM	Katharine Anderson	edited an item	Current Tags
04/29/14	9:23 AM	Katharine Anderson	commented on an item	Current Tags
04/29/14	9:24 AM	Katharine Anderson	created an item in	References + Notes [folder]

04/29/14	9:26 AM	Katharine Anderson	edited an item	Current Tags
04/29/14	12:57PM	Katharine Anderson	edited an item	characterController.cs
04/29/14	5:12 PM	Katharine Anderson	moved 3 items to	Trash [folder]
04/29/14	5:13 PM	Katharine Anderson	uploaded an item	Unity Test Project 04-29-14.zip
04/29/14	5:13 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/29/14	5:13 PM	Katharine Anderson	moved 5 items to	Previous Packages [folder]
04/29/14	5:14 PM	Katharine Anderson	uploaded 4 items	04-29-14_Interface.unitypackage
04/29/14	5:18 PM	Katharine Anderson	edited an item	Still Need to Implement
04/29/14	5:18 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
04/29/14	6:29 PM	Katharine Anderson	renamed an item	Unity Test Project 04-28-14.zip
04/29/14	7:36 PM	Katharine Anderson	edited an item	Capstone Activity Log
04/30/14	12:31PM	Katharine Anderson	renamed an item	04-21-14
04/30/14	12:32PM	Katharine Anderson	renamed an item	03-30-14
04/30/14	12:32PM	Katharine Anderson	renamed an item	04-02-14
04/30/14	12:32PM	Katharine Anderson	renamed an item	04-07-14
04/30/14	12:33PM	Katharine Anderson	uploaded 9 items	spawnSpawners.cs
04/30/14	12:33PM	Katharine Anderson	moved an item to	Trash [folder]
04/30/14	12:34PM	Katharine Anderson	uploaded an item	Unity Test Project 04-29-14.zip
04/30/14	12:34PM	Katharine Anderson	moved 8 items to	04-29-14 [folder]
04/30/14	12:34PM	Katharine Anderson	uploaded an item	spawnTrigger.cs
04/30/14	6:14 PM	Katharine Anderson	created an item in	Meeting Notes [folder]

04/30/14	6:20 PM	Vance George	uploaded an item	Copy of bf31b8_Halo_3_Plasma_Pistol_Shot_Sound_Effect.mp3
04/30/14	6:21 PM	Vance George	renamed an item	PlasmaShot
04/30/14	6:22 PM	Vance George	renamed an item	RailgunShot Halo
04/30/14	6:23 PM	Vance George	uploaded an item	Copy of RailgunShot Halo
04/30/14	6:23 PM	Vance George	renamed an item	GuassShot
04/30/14	6:23 PM	Vance George	renamed an item	GuassReload
04/30/14	6:23 PM	Vance George	moved an item to	Trash [folder]
04/30/14	6:24 PM	Vance George	uploaded an item	Copy of science_fiction_laser_002.mp3
04/30/14	6:24 PM	Vance George	renamed an item	LaserShot
04/30/14	6:25 PM	Vance George	uploaded an item	Copy of M1 Garand Single-SoundBible.com-1941178963.mp3
04/30/14	6:25 PM	Vance George	renamed an item	SemiRifleShot
04/30/14	6:26 PM	Vance George	uploaded an item	Copy of Boat Horn-SoundBible.com-15322206.mp3
04/30/14	6:26 PM	Vance George	renamed an item	BoatHorn
04/30/14	6:26 PM	Vance George	uploaded an item	Copy of Ship_Bell-Mike_Koenig-1911209136.mp3
04/30/14	6:27 PM	Vance George	renamed an item	ShipBell
04/30/14	6:27 PM	Vance George	uploaded an item	Copy of Ocean_Waves-Mike_Koenig-980635527.mp3
04/30/14	6:27 PM	Vance George	renamed an item	OceanWaves
04/30/14	8:17 PM	Katharine Anderson	uploaded an item	04-30-14_Spawners_Fixed.unitypackage
04/30/14	9:34 PM	Stephen Haines	uploaded an item	Unity Test Project 04-29-14 Steph.zip
04/30/14	9:34 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
04/30/14	9:35 PM	Katharine Anderson	uploaded an item	Unity Test Project 04-30-14.zip

04/3 0/14	9:38 PM	Katharine Anderson	edited an item	Still Need to Implement
04/3 0/14	9:38 PM	Stephen Haines	uploaded an item	StephenChanges 4.30.14.unitypackage
04/3 0/14	9:38 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
04/3 0/14	9:39 PM	Stephen Haines	created an item in	Pending Updates [folder]
04/3 0/14	9:41 PM	Katharine Anderson	edited an item	Still Need to Implement
04/3 0/14	9:41 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
04/3 0/14	9:42 PM	Vance George	uploaded an item	Weapon Sounds 4_30_14.zip
04/3 0/14	10:1 9PM	Kevin Smith	edited an item	TheodoreRoosevelt.blend
04/3 0/14	10:2 1PM	Kevin Smith	created 3 items in	Theodore Roosevelt [folder]
04/3 0/14	10:2 2PM	Kevin Smith	created 3 items in	Textures [folder]
05/0 1/14	12:2 8AM	Kevin Smith	created an item in	Pending Updates [folder]
05/0 1/14	8:35 AM	Katharine Anderson	uploaded an item	04-30-14_ChangeLog_Kevin.txt
05/0 1/14	8:36 AM	Katharine Anderson	created an item in	Main Project Folder [folder]
05/0 1/14	8:36 AM	Katharine Anderson	moved an item to	Trash [folder]
05/0 1/14	8:44 AM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/0 3/14	9:38 PM	Kevin Smith	created an item in	Pending Updates [folder]
05/0 4/14	10:2 6AM	Katharine Anderson	moved an item to	Previous Packages [folder]
05/0 4/14	10:2 7AM	Katharine Anderson	renamed an item	Unity Test Project 04-09-14.zip
05/0 4/14	10:2 7AM	Katharine Anderson	renamed an item	Unity Test Project 04-07-14B.zip
05/0 4/14	10:2 7AM	Katharine Anderson	renamed an item	Unity Test Project 04-07-14.zip
05/0 4/14	10:2 7AM	Katharine Anderson	renamed an item	Unity Test Project 04-04-14.zip

05/04/14	10:27AM	Katharine Anderson	renamed an item	Unity Test Project 04-03-14.zip
05/04/14	10:28AM	Katharine Anderson	renamed an item	Unity Test Project 04-02-14.zip
05/04/14	10:28AM	Katharine Anderson	renamed an item	Unity Test Project 03-31-14B.zip
05/04/14	10:28AM	Katharine Anderson	renamed an item	Unity Test Project 03-31-14.zip
05/04/14	10:28AM	Katharine Anderson	renamed an item	Unity Test Project 03-30-14.zip
05/04/14	10:28AM	Katharine Anderson	renamed an item	Unity Test Project 03-27-14.zip
05/04/14	10:28AM	Katharine Anderson	renamed an item	Unity Test Project 03-26-14.rar
05/04/14	10:28AM	Katharine Anderson	renamed an item	Unity Test Project 03-26-14 B.zip
05/04/14	10:29AM	Katharine Anderson	renamed an item	04-30-14_Weapon_Sounds.zip
05/04/14	10:30AM	Katharine Anderson	renamed an item	04-30-14_StephenChanges.unitypackage
05/04/14	10:30AM	Katharine Anderson	removed an item from	Pending Updates [folder]
05/04/14	10:31AM	Katharine Anderson	renamed an item	05-01-14_PlayerAnimationUpdate_Unity_Project.zip
05/04/14	10:31AM	Katharine Anderson	renamed an item	05-01-14_PlayerAnimation_Update.zip
05/04/14	10:31AM	Katharine Anderson	moved 2 items to	Old Project Versions [folder]
05/04/14	10:33AM	Katharine Anderson	uploaded an item	Unity Test Project 05-04-14 Combined.zip
05/04/14	10:33AM	Katharine Anderson	removed an item from	Pending Updates [folder]
05/04/14	10:33AM	Katharine Anderson	uploaded 3 items	Copy of 04-30-14_StephenChanges.unitypackage
05/04/14	10:33AM	Katharine Anderson	moved 2 items to	Previous Packages [folder]
05/04/14	10:34AM	Katharine Anderson	renamed an item	04-30-14_StephenChanges.unitypackage
05/04/14	10:34AM	Katharine Anderson	renamed an item	04-30-14_WeaponSounds.unitypackage
05/04/14	10:34AM	Katharine Anderson	created an item in	Pending Updates [folder]

05/0 4/14	10:3 8AM	Katharine Anderson	uploaded an item	Copy of Unity Test Project 05-04-14 Combined.zip
05/0 4/14	10:3 9AM	Katharine Anderson	moved an item to	And Carry a Big Stick [folder]
05/0 4/14	10:3 9AM	Katharine Anderson	renamed an item	Unity Test Project 05-04-14 Combined.zip
05/0 4/14	1:16 PM	Katharine Anderson	edited an item	Capstone Activity Log
05/0 4/14	4:57 PM	Katharine Anderson	moved 2 items to	Old Project Versions [folder]
05/0 4/14	4:59 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-04-14.zip
05/0 4/14	6:48 PM	Kevin Smith	moved 2 items to	Trash [folder]
05/0 4/14	6:48 PM	Kevin Smith	created an item in	Weapons [folder]
05/0 4/14	6:48 PM	Kevin Smith	moved 6 items to	Trash [folder]
05/0 4/14	6:48 PM	Kevin Smith	created an item in	Weapons [folder]
05/0 4/14	6:48 PM	Kevin Smith	moved 5 items to	Trash [folder]
05/0 4/14	6:48 PM	Kevin Smith	created an item in	Gauss Rifle [folder]
05/0 4/14	6:48 PM	Kevin Smith	created an item in	Semi-Automatic Rifle [folder]
05/0 4/14	6:48 PM	Kevin Smith	created 2 items in	Gauss Rifle [folder]
05/0 4/14	6:49 PM	Kevin Smith	created 3 items in	Semi-Automatic Rifle [folder]
05/0 4/14	6:49 PM	Kevin Smith	created an item in	Gauss Rifle [folder]
05/0 4/14	6:55 PM	Kevin Smith	moved 14 items to	Trash [folder]
05/0 4/14	6:55 PM	Kevin Smith	created 2 items in	Weapons [folder]
05/0 4/14	6:55 PM	Kevin Smith	created 3 items in	FTX-3000 [folder]
05/0 4/14	6:55 PM	Kevin Smith	created 2 items in	Laser Rifle [folder]
05/0 4/14	6:56 PM	Kevin Smith	created an item in	Textures [folder]

05/04/14	6:56 PM	Kevin Smith	created an item in	Laser Rifle [folder]
05/04/14	6:57 PM	Kevin Smith	created an item in	Textures [folder]
05/04/14	6:58 PM	Kevin Smith	created an item in	Textures [folder]
05/04/14	6:58 PM	Kevin Smith	created an item in	Textures [folder]
05/04/14	6:58 PM	Kevin Smith	created 2 items in	Textures [folder]
05/04/14	9:35 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
05/04/14	9:35 PM	Stephen Haines	uploaded an item	Unity Test Project 05-04-14 Steph.zip
05/04/14	9:35 PM	Stephen Haines	created an item in	Pending Updates [folder]
05/04/14	11:51PM	Kevin Smith	moved an item to	Trash [folder]
05/04/14	11:52PM	Kevin Smith	edited an item	TheodoreRoosevelt.blend
05/05/14	9:32 AM	Katharine Anderson	edited an item	Capstone Activity Log
05/05/14	9:34 AM	Katharine Anderson	moved 2 items to	Trash [folder]
05/05/14	9:35 AM	Katharine Anderson	edited an item	Capstone Activity Log
05/05/14	1:00 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/05/14	3:14 PM	Kevin Smith	moved 3 items to	Trash [folder]
05/05/14	3:14 PM	Kevin Smith	created an item in	Characters [folder]
05/05/14	3:15 PM	Kevin Smith	created 6 items in	Grunt [folder]
05/05/14	3:15 PM	Kevin Smith	created 4 items in	Materials [folder]
05/05/14	4:05 PM	Kevin Smith	edited an item	Art Assets
05/05/14	4:06 PM	Kevin Smith	edited an item	03/31/14
05/05/14	4:07 PM	Kevin Smith	edited an item	04/07/14

05/05/14	4:07 PM	Kevin Smith	edited an item	04/21/14
05/05/14	4:08 PM	Kevin Smith	commented on an item	04/21/14
05/05/14	4:09 PM	Kevin Smith	edited an item	04/28/14
05/05/14	4:09 PM	Kevin Smith	created an item in	Pending Updates [folder]
05/05/14	4:09 PM	Kevin Smith	edited an item	03/31/14
05/05/14	4:10 PM	Kevin Smith	edited an item	04/21/14
05/05/14	4:12 PM	Kevin Smith	edited an item	04/28/14
05/05/14	4:39 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
05/05/14	5:00 PM	Katharine Anderson	moved an item to	Trash [folder]
05/05/14	5:00 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
05/05/14	6:17 PM	Vance George	uploaded an item	Unity Test Project 05_05_14 Vance George.zip
05/05/14	7:02 PM	Katharine Anderson	moved 2 items to	Previous Packages [folder]
05/05/14	7:03 PM	Katharine Anderson	moved 4 items to	Old Project Versions [folder]
05/05/14	7:03 PM	Katharine Anderson	moved an item to	Previous Packages [folder]
05/05/14	7:03 PM	Katharine Anderson	moved 2 items to	Previous Packages [folder]
05/05/14	7:03 PM	Katharine Anderson	removed an item from	Pending Updates [folder]
05/05/14	7:03 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/05/14	7:04 PM	Katharine Anderson	moved 8 items to	Previous Packages [folder]
05/05/14	7:04 PM	Katharine Anderson	created an item in	And Carry a Big Stick [folder]
05/05/14	7:14 PM	Katharine Anderson	moved an item to	Trash [folder]
05/05/14	7:16 PM	Katharine Anderson	created an item in	And Carry a Big Stick [folder]

05/05/14	7:18 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/05/14	7:19 PM	Katharine Anderson	created 9 items in	Current Packages [folder]
05/05/14	7:19 PM	Katharine Anderson	created an item in	Main Project Folder [folder]
05/05/14	7:20 PM	Katharine Anderson	created an item in	Locked Content [folder]
05/05/14	7:21 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/05/14	7:30 PM	Katharine Anderson	edited an item	Still Need to Implement
05/05/14	7:30 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
05/05/14	7:33 PM	Katharine Anderson	edited an item	Still Need to Implement
05/05/14	7:35 PM	Katharine Anderson	renamed an item	Unity Test Project 05-01-14_Kevin.zip
05/05/14	7:35 PM	Katharine Anderson	renamed an item	Unity Test Project 05-05-14_Vance.zip
05/05/14	8:05 PM	Katharine Anderson	moved an item to	Trash [folder]
05/05/14	8:05 PM	Katharine Anderson	created an item in	Current Packages [folder]
05/05/14	8:34 PM	Vance George	created an item in	Audio Assets [folder]
05/05/14	8:58 PM	Katharine Anderson	created an item in	Pending Updates [folder]
05/05/14	8:59 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/05/14	9:03 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/05/14	9:07 PM	Katharine Anderson	created 2 items in	Current Project [folder]
05/05/14	9:08 PM	Katharine Anderson	created 15 items in	Settings [folder]
05/05/14	9:09 PM	Katharine Anderson	removed an item from	References + Notes [folder]
05/05/14	9:10 PM	Katharine Anderson	created an item in	Main Project Folder [folder]
05/05/14	9:10 PM	Katharine Anderson	removed an item from	Main Project Folder [folder]

05/05/14	9:36 PM	Katharine Anderson	edited an item	Contact Info
05/05/14	9:37 PM	Katharine Anderson	edited an item	Credits
05/05/14	9:39 PM	Stephen Haines	created an item in	Pending Updates [folder]
05/05/14	9:39 PM	Stephen Haines	renamed an item	Stephen Changes 5/5/14
05/05/14	9:48 PM	Stephen Haines	edited an item	Stephen Changes 5/5/14
05/05/14	9:50 PM	Stephen Haines	uploaded an item	Stephen Scripts 5.5.14.unitypackage
05/05/14	9:54 PM	Vance George	uploaded an item	Unity Test Project 05_05_14 build version 2 Vance George.zip
05/06/14	9:35 AM	Katharine Anderson	created an item in	Documentation [folder]
05/06/14	9:35 AM	Katharine Anderson	created 4 items in	WIP Screenshots [folder]
05/06/14	12:19PM	Katharine Anderson	edited an item	Still Need to Implement
05/06/14	12:21PM	Katharine Anderson	restored an item	Capstone Activity Log
05/06/14	12:22PM	Katharine Anderson	edited an item	Still Need to Implement
05/06/14	1:52 PM	Katharine Anderson	edited an item	Capstone Activity Log
05/06/14	1:54 PM	Katharine Anderson	moved an item to	Trash [folder]
05/06/14	2:01 PM	Katharine Anderson	edited an item	Capstone Activity Log
05/06/14	2:37 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/06/14	2:38 PM	Katharine Anderson	commented on an item	Ongoing Changelog - Code
05/06/14	2:40 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/06/14	2:41 PM	Vance George	uploaded an item	Metal Theme (And Carry a Big Stick) (1)b.wav
05/06/14	2:44 PM	Vance George	moved an item to	Trash [folder]
05/06/14	2:44 PM	Vance George	uploaded an item	Metal Theme (And Carry a Big Stick) (1)b.wav

05/06/14	2:47 PM	Katharine Anderson	uploaded 3 items	weaponScript.cs
05/06/14	3:23 PM	Vance George	uploaded an item	GuassShot a.wav
05/06/14	5:12 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/06/14	5:13 PM	Katharine Anderson	moved 3 items to	Trash [folder]
05/06/14	5:13 PM	Katharine Anderson	moved 4 items to	Previous Packages [folder]
05/06/14	5:15 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-06-14.zip
05/06/14	5:34 PM	Katharine Anderson	uploaded an item	Copy of Visio Pro 2013.zip
05/06/14	5:34 PM	Katharine Anderson	moved an item to	My Drive [folder]
05/06/14	7:56 PM	Katharine Anderson	created an item in	Code [folder]
05/06/14	8:16 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/06/14	8:17 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-06-14 B.zip
05/06/14	9:33 PM	Stephen Haines	edited an item	Credits
05/06/14	9:37 PM	Vance George	uploaded an item	Unity Test Project 05-06-14 Audio updates.zip
05/07/14	7:19 AM	Katharine Anderson	renamed an item	05-04-14_Regarding New Build Stephen
05/07/14	7:19 AM	Katharine Anderson	renamed an item	05-04-14_Stephen Changes
05/07/14	7:19 AM	Katharine Anderson	renamed an item	05-05-14_Stephen Scripts.unitypackage
05/07/14	7:19 AM	Katharine Anderson	renamed an item	05-05-14_Stephen Changes
05/07/14	7:20 AM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/07/14	7:20 AM	Katharine Anderson	renamed an item	Unity Test Project 05-05-14 build version2Vance.zip
05/07/14	7:25 AM	Katharine Anderson	removed an item from	Pending Updates [folder]
05/07/14	7:27 AM	Katharine Anderson	uploaded an item	Unity Test Project 05-06-14 Audio updates.zip

05/07/14	8:00 AM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/07/14	8:04 AM	Katharine Anderson	edited an item	Still Need to Implement
05/07/14	8:37 AM	Katharine Anderson	restored an item	weaponScript.cs
05/07/14	3:44 PM	Katharine Anderson	edited an item	Coding Standards
05/07/14	3:45 PM	Katharine Anderson	commented on an item	Coding Standards
05/07/14	3:47 PM	Katharine Anderson	edited an item	Coding Standards
05/07/14	7:03 PM	Katharine Anderson	moved an item to	Previous Packages [folder]
05/07/14	7:19 PM	Katharine Anderson	edited an item	The List
05/07/14	7:19 PM	Katharine Anderson	uploaded an item	05-07-14_SpawnersLOCKED.unitypackage
05/07/14	7:22 PM	Katharine Anderson	edited an item	The List
05/07/14	7:28 PM	Katharine Anderson	moved an item to	Trash [folder]
05/07/14	7:28 PM	Katharine Anderson	restored an item	Unity Test Project 05-06-14 B.zip
05/07/14	7:28 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/07/14	7:29 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-07-14.zip
05/07/14	7:31 PM	Katharine Anderson	moved an item to	Trash [folder]
05/07/14	7:31 PM	Katharine Anderson	uploaded an item	05-07-14_SpawnersLOCKED.unitypackage
05/07/14	7:39 PM	Katharine Anderson	edited an item	Finished Code Components
05/07/14	7:39 PM	Katharine Anderson	edited an item	Still Need to Implement
05/07/14	8:29 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/07/14	8:31 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/07/14	8:32 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-07-14 B.zip

05/07/14	8:48 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/07/14	8:49 PM	Stephen Haines	created 2 items in	Pending Updates [folder]
05/07/14	8:49 PM	Stephen Haines	edited an item	Changes Stephen 5.7.14
05/07/14	8:49 PM	Stephen Haines	moved an item to	Trash [folder]
05/07/14	8:55 PM	Stephen Haines	edited an item	Changes Stephen 5.7.14
05/07/14	8:56 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/07/14	8:57 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-07-14 C.zip
05/07/14	8:58 PM	Katharine Anderson	moved an item to	Trash [folder]
05/07/14	8:58 PM	Katharine Anderson	uploaded an item	05-07-14_SpawnersLOCKED.unitypackage
05/07/14	9:01 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/07/14	9:14 PM	Stephen Haines	edited an item	Changes Stephen 5.7.14
05/07/14	9:16 PM	Katharine Anderson	uploaded an item	05-05-14_Katy001.png
05/07/14	9:17 PM	Stephen Haines	edited an item	Changes Stephen 5.7.14
05/07/14	9:19 PM	Katharine Anderson	edited an item	Still Need to Implement
05/07/14	9:20 PM	Vance George	uploaded an item	Unity Test Project 05-07-14
05/07/14	9:22 PM	Katharine Anderson	edited an item	Still Need to Implement
05/07/14	9:25 PM	Stephen Haines	uploaded an item	Unity Test Project 05-07-14 Steph.zip
05/08/14	2:58 PM	Katharine Anderson	edited an item	Changes Stephen 5.7.14
05/08/14	3:00 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/08/14	3:27 PM	Katharine Anderson	removed an item from	Pending Updates [folder]
05/08/14	6:26 PM	Kevin Smith	edited an item	Art Assets

05/08/14	7:44 PM	Vance George	uploaded an item	Unity Test Project 05-08-14
05/08/14	8:32 PM	Stephen Haines	created an item in	Meeting Notes [folder]
05/11/14	1:08 AM	Kevin Smith	edited an item	Art Assets Earlier this month
05/11/14	1:10 AM	Kevin Smith	created an item in	Raw Files [folder]
05/11/14	1:10 AM	Kevin Smith	moved 7 items to	Trash [folder]
05/11/14	1:10 AM	Kevin Smith	moved 55 items to	Trash [folder]
05/11/14	1:10 AM	Kevin Smith	created 3 items in	Titanic [folder]
05/11/14	1:10 AM	Kevin Smith	moved 51 items to	Trash [folder]
05/11/14	1:10 AM	Kevin Smith	created 24 items in	Decoration [folder]
05/11/14	1:10 AM	Kevin Smith	created 2 items in	Interactive Objects [folder]
05/11/14	1:10 AM	Kevin Smith	created 5 items in	Bench [folder]
05/11/14	1:10 AM	Kevin Smith	created 5 items in	Capstan [folder]
05/11/14	1:10 AM	Kevin Smith	created an item in	Cargo Crane Platform [folder]
05/11/14	1:10 AM	Kevin Smith	created an item in	Common Wealth Flag [folder]
05/11/14	1:10 AM	Kevin Smith	created an item in	Crane Arm [folder]
05/11/14	1:11 AM	Kevin Smith	created 2 items in	Common Wealth Flag [folder]
05/11/14	1:11 AM	Kevin Smith	created 3 items in	Crane Arm [folder]
05/11/14	1:11 AM	Kevin Smith	created 4 items in	Crane Housing [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Crate [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Electric Crane [folder]
05/11/14	1:11 AM	Kevin Smith	created 3 items in	Electric Crane [folder]

05/11/14	1:11 AM	Kevin Smith	created 2 items in	Electric Winch [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Electric Winch [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Exterior Lamp [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Hammer [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Life Preserver [folder]
05/11/14	1:11 AM	Kevin Smith	created 2 items in	Lifeboat [folder]
05/11/14	1:11 AM	Kevin Smith	created 2 items in	Lifeboat Crane [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Mooring Pin [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Metal Table [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Luggage [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Mooring Pin [folder]
05/11/14	1:11 AM	Kevin Smith	created 2 items in	Mooring Pin [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Sheet Metal [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Path Blocking Debris [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Mooring Pin [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Vent [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Toolbox [folder]
05/11/14	1:11 AM	Kevin Smith	created 2 items in	Vent [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Steel I-Beam [folder]
05/11/14	1:11 AM	Kevin Smith	created 2 items in	Wheel [folder]
05/11/14	1:11 AM	Kevin Smith	created an item in	Interactive Objects [folder]

05/11/14	1:11 AM	Kevin Smith	edited an item	Art Assets
05/11/14	1:11 AM	Kevin Smith	created 15 items in	Structure [folder]
05/11/14	1:11 AM	Kevin Smith	created 9 items in	Booty Deck Viewing Platform [folder]
05/11/14	1:12 AM	Kevin Smith	created an item in	1x2x6.PoopDeckPlatform.SupportBeam [folder]
05/11/14	1:12 AM	Kevin Smith	created an item in	Cargo Hold [folder]
05/11/14	1:12 AM	Kevin Smith	created an item in	Cargo Path [folder]
05/11/14	1:12 AM	Kevin Smith	created an item in	1x2x6.PoopDeckPlatform.SupportBeam [folder]
05/11/14	1:12 AM	Kevin Smith	created an item in	2x2x6.PoopDeck.Platform.SupportBeam [folder]
05/11/14	1:12 AM	Kevin Smith	created an item in	2x2x6.PoopDeck.Platform.SupportBeam [folder]
05/11/14	1:14 AM	Kevin Smith	created 2 items in	Materials [folder]
05/11/14	1:17 AM	Kevin Smith	created 2 items in	Materials [folder]
05/11/14	1:17 AM	Kevin Smith	created 2 items in	2x4x6.PoopDeckPlatform.SupportBeam [folder]
05/11/14	1:20 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:26 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:26 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:26 AM	Kevin Smith	created an item in	2x5.PoopDeck.Platform.EndPiece [folder]
05/11/14	1:28 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:29 AM	Kevin Smith	created an item in	2x5.PoopDeck.Platform.EndPiece [folder]
05/11/14	1:31 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:31 AM	Kevin Smith	created 2 items in	2x8.PoopDeckPlatform [folder]
05/11/14	1:32 AM	Kevin Smith	created an item in	2x5.PoopDeck.Platform.EndPiece [folder]

05/11/14	1:36 AM	Kevin Smith	created 2 items in	Materials [folder]
05/11/14	1:36 AM	Kevin Smith	created 2 items in	2x8.PoopDeckPlatform.StairAccess [folder]
05/11/14	1:36 AM	Kevin Smith	created an item in	2x5.PoopDeck.Platform.EndPiece [folder]
05/11/14	1:37 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:38 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:39 AM	Kevin Smith	created 2 items in	5x6.PoopDeckPlatform.WheelWell [folder]
05/11/14	1:42 AM	Kevin Smith	created 2 items in	Materials [folder]
05/11/14	1:42 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:42 AM	Kevin Smith	created 4 items in	Deck Boat [folder]
05/11/14	1:43 AM	Kevin Smith	created 4 items in	Deck Bridge [folder]
05/11/14	1:43 AM	Kevin Smith	created 2 items in	Deck Forecastle [folder]
05/11/14	1:44 AM	Kevin Smith	created 16 items in	Deck Poop [folder]
05/11/14	1:44 AM	Kevin Smith	created 3 items in	4x8.GenericDeck [folder]
05/11/14	1:44 AM	Kevin Smith	created 2 items in	4x8.PoopDeck.A [folder]
05/11/14	1:44 AM	Kevin Smith	created 3 items in	4x8.PoopDeck.B [folder]
05/11/14	1:44 AM	Kevin Smith	created 3 items in	4x8.PoopDeck.D [folder]
05/11/14	1:45 AM	Kevin Smith	created 3 items in	4x8.PoopDeck.E [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	4x8.PoopDeck.G [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	4x8.PoopDeck.K [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	4x8.PoopDeck.G [folder]

05/11/14	1:45 AM	Kevin Smith	created an item in	4x8.PoopDeck.K [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	4x8.PoopDeck.G [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.GenericDeck [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	4x8.PoopDeck.K [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.C [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.GenericDeck [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.C [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.C [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.GenericDeck [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.F [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.F [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.H [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.F [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.H [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.I [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.H [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.I [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.J [folder]
05/11/14	1:45 AM	Kevin Smith	created an item in	8x8.PoopDeck.I [folder]
05/11/14	1:45 AM	Kevin Smith	created 2 items in	8x8.PoopDeck.J [folder]
05/11/14	1:45 AM	Kevin Smith	created 2 items in	Deck Promenade [folder]

05/11/14	1:46 AM	Kevin Smith	created an item in	Deck Shelter Aft [folder]
05/11/14	1:46 AM	Kevin Smith	created an item in	Deck Promenade [folder]
05/11/14	1:46 AM	Kevin Smith	created 2 items in	Deck Shelter Aft [folder]
05/11/14	1:46 AM	Kevin Smith	created an item in	Deck Shelter Bow [folder]
05/11/14	1:46 AM	Kevin Smith	created an item in	Deck Shelter Aft [folder]
05/11/14	1:46 AM	Kevin Smith	created an item in	Deck Shelter Bow [folder]
05/11/14	1:46 AM	Kevin Smith	created an item in	Deck Stairs [folder]
05/11/14	1:46 AM	Kevin Smith	created an item in	Deck Shelter Bow [folder]
05/11/14	1:46 AM	Kevin Smith	created 4 items in	Deck Stairs [folder]
05/11/14	1:46 AM	Kevin Smith	created an item in	Smoke Stack [folder]
05/11/14	1:50 AM	Kevin Smith	created an item in	Material [folder]
05/11/14	1:51 AM	Kevin Smith	created an item in	Materials [folder]
05/11/14	1:55 AM	Kevin Smith	created an item in	Material [folder]
05/11/14	8:18 AM	Katharine Anderson	edited an item	Capstone Activity Log
05/11/14	9:30 AM	Kevin Smith	created an item in	2x5.PoopDeck.Platform.EndPiece [folder]
05/11/14	9:30 AM	Kevin Smith	moved 3 items to	Materials [folder]
05/11/14	9:31 AM	Kevin Smith	created an item in	Material [folder]
05/11/14	9:31 AM	Kevin Smith	created an item in	Common Wealth Flag [folder]
05/11/14	9:48 AM	Katharine Anderson	edited an item	Capstone Activity Log
05/11/14	9:51 AM	Katharine Anderson	commented on an item	Ongoing Changelog - Code
05/11/14	9:57 AM	Katharine Anderson	edited an item	Ongoing Changelog - Code

05/11/14	11:45AM	Kevin Smith	created 3 items in	Crate [folder]
05/11/14	12:09PM	Kevin Smith	created 3 items in	Life Preserver [folder]
05/11/14	12:10PM	Kevin Smith	created an item in	Vent [folder]
05/11/14	12:16PM	Kevin Smith	moved 4 items to	Trash [folder]
05/11/14	12:16PM	Kevin Smith	created an item in	Titanic [folder]
05/11/14	12:16PM	Kevin Smith	created 3 items in	Interactive Objects [folder]
05/11/14	3:04 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/11/14	3:06 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-11-14 A.zip
05/11/14	3:10 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/11/14	3:38 PM	Katharine Anderson	edited an item	FollowTrackingCamera.cs
05/11/14	3:47 PM	Stephen Haines	uploaded an item	Unity Test Project 05-11-14 B.zip
05/11/14	4:42 PM	Katharine Anderson	moved 2 items to	Old Project Versions [folder]
05/11/14	4:43 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/11/14	4:44 PM	Katharine Anderson	edited an item	Still Need to Implement
05/11/14	4:45 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-11-14 C.zip
05/11/14	4:46 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/11/14	4:47 PM	Katharine Anderson	edited an item	Still Need to Implement
05/11/14	4:56 PM	Stephen Haines	edited an item	Milestones Redux
05/11/14	5:08 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/11/14	5:11 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-11-14 D.zip
05/11/14	5:20 PM	Stephen Haines	created an item in	Pending Updates [folder]

05/11/14	6:08 PM	Katharine Anderson	created an item in	Main Project Folder [folder]
05/11/14	6:37 PM	Stephen Haines	edited an item	To-Do List
05/11/14	6:37 PM	Stephen Haines	edited an item	Updates Stephen 5/11/14
05/11/14	6:37 PM	Stephen Haines	moved 2 items to	Trash [folder]
05/11/14	6:37 PM	Stephen Haines	created an item in	Project Management [folder]
05/11/14	9:13 PM	Stephen Haines	edited an item	Updates Stephen 5/11/14
05/11/14	9:30 PM	Katharine Anderson	edited an item	TO BE ADDED/FIXED
05/11/14	9:32 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/11/14	9:32 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/11/14	9:35 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-11-14 E.zip
05/11/14	9:35 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/11/14	9:37 PM	Katharine Anderson	uploaded 2 items	05-11-14_Katy002.png
05/11/14	9:40 PM	Katharine Anderson	edited an item	Still Need to Implement
05/11/14	9:46 PM	Stephen Haines	edited an item	TO BE ADDED/FIXED
05/11/14	9:53 PM	Stephen Haines	edited an item	Updates Stephen 5/11/14
05/11/14	9:54 PM	Stephen Haines	edited an item	To-Do Remaining
05/11/14	10:02PM	Stephen Haines	uploaded 3 items	navMesh.png
05/12/14	8:55 AM	Katharine Anderson	moved 2 items to	Stephen [folder]
05/12/14	8:55 AM	Katharine Anderson	moved 3 items to	Old Project Versions [folder]
05/12/14	9:00 AM	Katharine Anderson	created an item in	Meeting Notes [folder]
05/12/14	9:00 AM	Katharine Anderson	renamed an item	05/08/14

05/12/14	4:47 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/12/14	5:05 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/12/14	5:07 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-12-14 A.zip
05/12/14	5:13 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/12/14	5:13 PM	Katharine Anderson	removed an item from	Pending Updates [folder]
05/12/14	5:58 PM	Katharine Anderson	uploaded 2 items	05-12-14 B.jpg
05/12/14	6:27 PM	Katharine Anderson	moved an item to	Trash [folder]
05/12/14	6:27 PM	Katharine Anderson	uploaded an item	05-12-14 B.jpg
05/12/14	6:30 PM	Katharine Anderson	created an item in	Meeting Notes [folder]
05/12/14	6:44 PM	Katharine Anderson	edited an item	Credits
05/12/14	7:20 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/12/14	7:20 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/12/14	7:22 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-12-14 C.zip
05/12/14	7:22 PM	Katharine Anderson	uploaded an item	05-12-14_Katy001.png
05/12/14	7:23 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/12/14	7:51 PM	Katharine Anderson	edited an item	Capstone Activity Log
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05/12/14	8:23 PM	Katharine Anderson	edited an item	The List
05/12/14	8:25 PM	Vance George	uploaded an item	cross hairs.jpg

05/12/14	8:42 PM	Vance George	uploaded an item	BasicMenuA.cs
05/12/14	8:45 PM	Katharine Anderson	removed an item from	Current Packages [folder]
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05/12/14	8:49 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/12/14	8:51 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-12-14 D.zip
05/12/14	8:51 PM	Katharine Anderson	uploaded an item	05-12-14_Katy002.png
05/12/14	9:00 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/12/14	9:04 PM	Katharine Anderson	moved an item to	Trash [folder]
05/12/14	9:04 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
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05/12/14	9:09 PM	Katharine Anderson	edited an item	05/12/14
05/12/14	9:48 PM	Stephen Haines	edited an item	Stephen 5/12/14
05/12/14	9:49 PM	Stephen Haines	uploaded an item	Unity Test Project 05-12-14 Steph.zip
05/12/14	9:51 PM	Vance George	uploaded an item	Unity Test Project 05-12-14 Vance George build a.zip
05/13/14	11:13AM	Katharine Anderson	edited an item	05/12/14
05/13/14	11:14AM	Katharine Anderson	moved 5 items to	Trash [folder]
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05/13/14	11:18AM	Katharine Anderson	uploaded an item	05-13-14_Katy001.png
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05/13/14	11:22AM	Katharine Anderson	moved 9 items to	Previous Packages [folder]
05/13/14	11:22AM	Katharine Anderson	removed 2 items from	Previous Packages [folder]
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05/13/14	11:22AM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/13/14	11:23AM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/13/14	11:27AM	Katharine Anderson	uploaded an item	05-13-14_Everything.unitypackage
05/13/14	2:56 PM	Katharine Anderson	uploaded an item	Testing [folder]
05/13/14	3:01 PM	Katharine Anderson	created 2 items in	Testing [folder]
05/13/14	3:23 PM	Vance George	uploaded an item	PlasmaShot.mp3
05/13/14	3:23 PM	Vance George	moved an item to	Trash [folder]
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05/13/14	6:59 PM	Katharine Anderson	edited an item	TO BE ADDED/FIXED
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05/13/14	11:07PM	Katharine Anderson	uploaded an item	Unity Test Project 05-13-14 B.zip
05/13/14	11:09PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/13/14	11:10PM	Katharine Anderson	uploaded an item	05-13-14_Everything_B.unitypackage
05/13/14	11:14PM	Katharine Anderson	edited an item	05/12/14
05/14/14	2:08PM	Katharine Anderson	edited an item	Capstone Activity Log
05/14/14	4:10PM	Kevin Smith	created an item in	Weapons [folder]
05/14/14	4:10PM	Kevin Smith	moved an item to	Trash [folder]
05/14/14	4:10PM	Kevin Smith	created an item in	Gernade [folder]
05/14/14	4:10PM	Kevin Smith	created an item in	Gernade [folder]
05/14/14	4:10PM	Kevin Smith	moved an item to	Trash [folder]
05/14/14	4:10PM	Kevin Smith	created 2 items in	Materials [folder]
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05/14/14	6:41PM	Katharine Anderson	edited an item	Credits
05/14/14	6:47PM	Katharine Anderson	edited an item	05/12/14
05/14/14	6:50PM	Katharine Anderson	edited an item	TO BE ADDED/FIXED
05/14/14	6:50PM	Vance George	uploaded an item	cross hairs.psd
05/14/14	7:24PM	Kevin Smith	uploaded an item	Unity Test Project Kevin 5-14.zip
05/14/14	7:40PM	Stephen Haines	edited an item	To-Do Remaining
05/14/14	7:43PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
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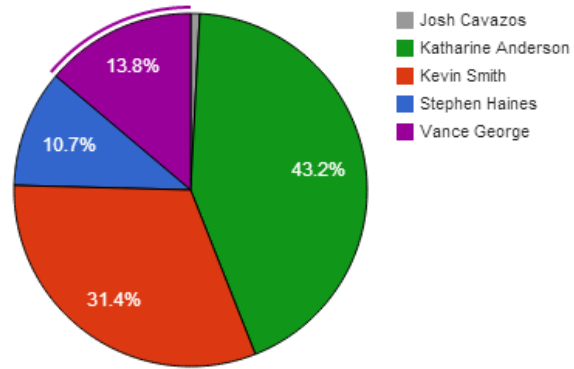|				
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05/14/14	9:46 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/14/14	9:46 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/14/14	9:49 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-14-14 B.zip
05/14/14	9:49 PM	Katharine Anderson	uploaded 2 items	05-14-14_Katy001.png
05/14/14	9:49 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/14/14	9:54 PM	Stephen Haines	uploaded an item	Unity Test Project 05-14-14 Steph.zip
05/15/14	6:14 AM	Kevin Smith	created an item in	Pending Updates [folder]
05/15/14	11:39AM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/16/14	7:27 PM	Stephen Haines	renamed an item	Stephen Changelog 5/14/14 + 5/16/14
05/16/14	9:52 PM	Stephen Haines	edited an item	Stephen Changelog 5/14/14 + 5/16/14
05/16/14	10:00PM	Stephen Haines	uploaded an item	Unity Test Project 05-16-14 Steph.zip
05/17/14	2:33 PM	Stephen Haines	uploaded 2 items	BigStickLogo.psd
05/17/14	4:25 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/17/14	5:32 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/17/14	5:34 PM	Katharine Anderson	edited an item	Bug Tracker
05/17/14	5:35 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/17/14	5:35 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/17/14	5:37 PM	Katharine Anderson	edited an item	Bug Tracker

05/17/14	5:38 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-17-14 A.zip
05/17/14	7:46 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/17/14	7:49 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-17-14 B.zip
05/17/14	8:10 PM	Stephen Haines	uploaded an item	Unity Test Project 05-17-14 C.zip
05/17/14	8:10 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/17/14	8:12 PM	Katharine Anderson	moved 3 items to	Old Project Versions [folder]
05/17/14	8:12 PM	Katharine Anderson	removed an item from	Pending Updates [folder]
05/17/14	8:13 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/17/14	8:41 PM	Katharine Anderson	moved 2 items to	Old Project Versions [folder]
05/17/14	8:42 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/17/14	8:44 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-17-14 D.zip
05/17/14	8:45 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/18/14	9:48 AM	Katharine Anderson	edited an item	Capstone Activity Log
05/18/14	11:07AM	Katharine Anderson	edited an item	TO BE ADDED/FIXED
05/18/14	11:09AM	Katharine Anderson	edited an item	Still Need to Implement
05/18/14	11:52AM	Katharine Anderson	edited an item	Capstone Activity Log
05/18/14	1:09 PM	Katharine Anderson	uploaded an item	Capstone.ppt
05/18/14	1:49 PM	Stephen Haines	added an item to	Documentation [folder]
05/18/14	3:48 PM	Katharine Anderson and Stephen Haines	edited an item	TO BE ADDED/FIXED
05/18/14	5:07 PM	Kevin Smith	created 2 items in	Pending Updates [folder]
05/18/14	8:46 PM	Vance George	created an item in	Raw Files [folder]

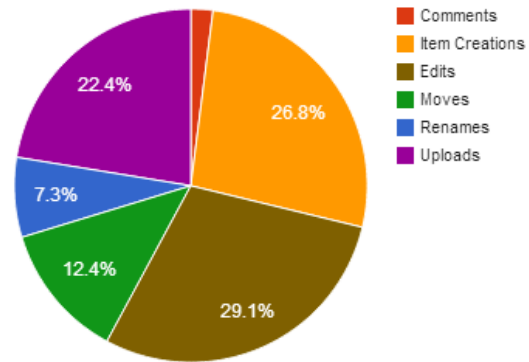|				
05/18/14	8:47 PM	Vance George	uploaded 4 items	Health Texture.psd
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05/18/14	8:53 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/18/14	8:53 PM	Katharine Anderson	moved 2 items to	Old Project Versions [folder]
05/18/14	8:55 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/18/14	8:56 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-18-14 A.zip
05/18/14	8:56 PM	Katharine Anderson	edited an item	TO BE ADDED/FIXED
05/18/14	8:59 PM	Katharine Anderson	edited an item	TO BE ADDED/FIXED
05/18/14	9:00 PM	Katharine Anderson	uploaded 3 items	05-18-14_Katy001.png
05/18/14	9:00 PM	Katharine Anderson	uploaded an item	05-18-14_Kevin001.png
05/19/14	10:26AM	Katharine Anderson	uploaded an item	Scripts 05-19-14.zip
05/19/14	5:53 PM	Katharine Anderson	uploaded 3 items	05-19-14 C.jpg
05/19/14	6:32 PM	Stephen Haines	added an item to	Course Documents [folder]
05/19/14	6:35 PM	Stephen Haines	edited an item	Katy's Condensed Dev Doc Template
05/19/14	6:38 PM	Katharine Anderson	edited an item	Copy of Team Meeting Notes Templates
05/19/14	6:38 PM	Katharine Anderson	moved an item to	Meeting Notes [folder]
05/19/14	6:38 PM	Katharine Anderson	renamed an item	05/19/14
05/19/14	6:41 PM	Katharine Anderson	edited an item	05/19/14
05/19/14	6:43 PM	Katharine Anderson	edited an item	TO BE ADDED/FIXED
05/19/14	6:56 PM	Vance George	uploaded an item	Ammo and Helth Prefabs 5-19-14.zip
05/19/14	6:57 PM	Vance George	created an item in	Current Packages [folder]

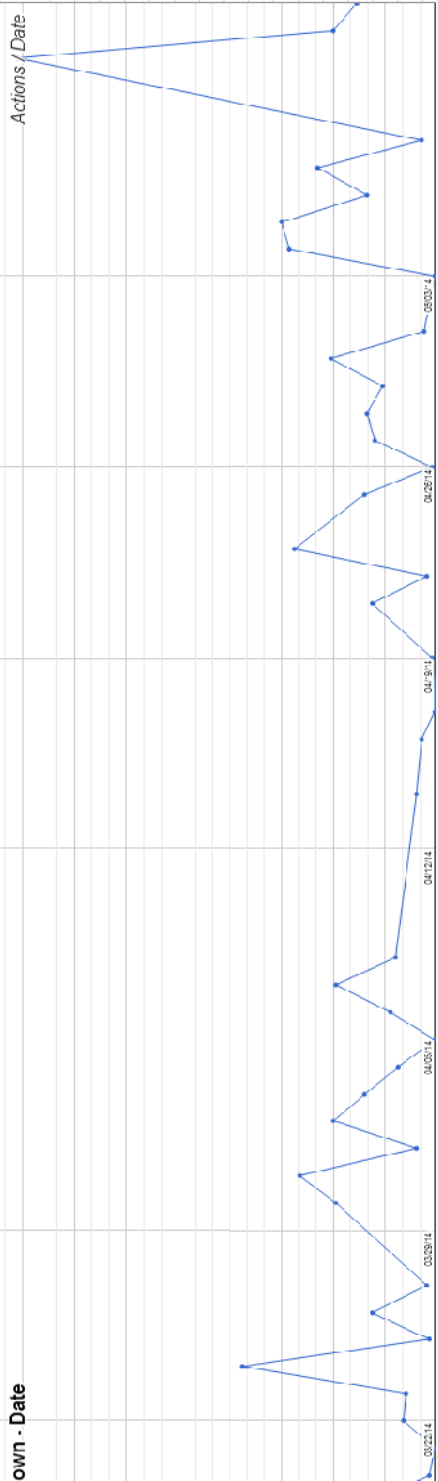|				
05/19/14	7:22 PM	Katharine Anderson	removed an item from	Current Packages [folder]
05/19/14	7:37 PM	Stephen Haines	created an item in	Code [folder]
05/19/14	7:57 PM	Katharine Anderson	edited an item	Briefing Text
05/19/14	8:47 PM	Stephen Haines	edited an item	Bug Tracker
05/19/14	9:12 PM	Kevin Smith	moved an item to	Trash
05/19/14	9:12 PM	Kevin Smith	restored an item	ScienceInfection_FirstDraft.tif
05/19/14	9:24 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/19/14	9:25 PM	Katharine Anderson	moved an item to	Old Project Versions [folder]
05/19/14	9:26 PM	Katharine Anderson	moved an item to	Previous Packages [folder]
05/19/14	9:27 PM	Katharine Anderson	edited an item	Ongoing Changelog - Code
05/19/14	9:27 PM	Katharine Anderson	uploaded an item	Unity Test Project 05-19-14 A.zip
05/19/14	9:34 PM	Vance George	uploaded an item	Unity Test Project 5-19-14 Vance George.zip
05/19/14	9:35 PM	Vance George	edited an item	Sounds UML Diagram
05/19/14	9:59 PM	Katharine Anderson	uploaded an item	05-19-14_Katy001.png
05/19/14	10:00PM	Kevin Smith	uploaded an item	Unity Test Project_Kevin_51914_A.zip
05/19/14	11:47PM	Vance George	uploaded an item	And carry a Big Stick Game Audio diagram.vsdx
05/19/14	11:51PM	Vance George	moved an item to	Trash
05/19/14	11:51PM	Vance George	uploaded an item	And carry a Big Stick Game Audio diagram.vsdx
05/20/14	9:04 PM	Vance George	uploaded an item	Sound.docx
05/20/14	11:01PM	Kevin Smith	moved 2 items to	Old Project Versions [folder]
05/20/14	11:03PM	Kevin Smith	added an item to	Old Project Versions [folder]

05/21/14	12:55AM	Stephen Haines	created an item in	Testing [folder]
05/21/14	1:58 AM	Stephen Haines	edited an item	Thoughts for Wednesday
05/21/14	2:01 AM	Stephen Haines	moved an item to	Trash
05/21/14	2:01 AM	Stephen Haines	uploaded an item	CarryABigStickMasterDoc.docx
05/21/14	2:35 AM	Stephen Haines	edited an item	Thoughts for Wednesday
05/21/14	2:37 AM	Stephen Haines	uploaded 2 items	Credits.tga
05/21/14	2:38 AM	Stephen Haines	edited an item	Thoughts for Wednesday
05/21/14	3:24 AM	Kevin Smith	edited an item	Ongoing Changelog - Code
05/21/14	3:26 AM	Kevin Smith	created an item in	Main Project Folder [folder]
05/21/14	3:57 AM	Kevin Smith	renamed an item	Grenade
05/21/14	7:48 AM	Katharine Anderson	moved an item to	Current Project [folder]
05/21/14	7:48 AM	Katharine Anderson	moved an item to	Trash
05/21/14	7:50 AM	Katharine Anderson	uploaded an item	Unity Test Project 05-19-14 A.zip
05/21/14	7:56 AM	Katharine Anderson	moved an item to	Main Project Folder [folder]
05/21/14	8:00 AM	Katharine Anderson	renamed an item	04-23-14 HUD
05/21/14	8:12 AM	Katharine Anderson	edited an item	Katy's Condensed Dev Doc Template

Contributions

Legend	
■	Josh Cavazos
■	Katharine Anderson
■	Kevin Smith
■	Stephen Haines
■	Vance George

- 13.8%
- 10.7%
- 43.2%
- 31.4%

Actions

Legend	
■	Comments
■	Item Creations
■	Edits
■	Moves
■	Renames
■	Uploads

- 22.4%
- 26.8%
- 7.3%
- 12.4%
- 29.1%

Actions / Date

own - Date

Appendix D: Ongoing Code Changelog

Date	Time	Who	Changes
4/18/2014	11:23p	KAnderson	Looked over Kevin's code for the character controller, everything looks good, need Stephen to give the final say. Cleaned up some parts of Kevin's code, removed unnecessary lines. Will go through and remove the line rendering code after weapons are fully implemented (for troubleshooting). Need to know if Stephen will be doing the AI scripting before going much further. Vance is currently working on the UI in a separate project, very modular, should be easy to integrate.
4/19/2014	2:15p	KAnderson	Did a little more cleaning and removing of unused variables. Up next will be finalizing the IG HUD and getting the enemies to fire.
4/21/2014	8:34p	KAnderson	Took a crazy left turn, worked mostly on health/ammo drops. Camera given the okay by Stephen. Created basic item drop script. Also introduced checks for being over max ammo/health. Waiting on Kevin for the art (mesh + texture) for drops. Waiting on Stephen for final numbers.
4/25/2014	5:24p	KAnderson	Took another left turn, worked on getting triggers and spawners initiated properly. Previously attempted to save position/hierarchy by exporting to a file, turned out to be too complicated for such a simple task. Ended up using prefabs for the spawners + triggers > prefab for all placed spawners + triggers > final prefab for holding all placed spawners + triggers, as well as the initiation script. It ended up kind of beautiful with the simplicity. Created prefabs for nearly everything else, even items that do not exist yet. Exported multiple unity packages, one for each subset, and one for everything so far. Created list of tags for use in unity with what goes where.
4/27/2014	11:36a	KAnderson	Added spawning enemies, everything is very basic at

			the moment. Added classes for both spawners and triggers/ Updated almost all prefabs. Added code to make initializing enemies easier.
4/27/2014	2:28p	KAnderson	Created a basic "looking" state for enemies, will now fire if they see the player. Added basic death handling, needs to be refined, as it's rather inelegant at the moment. Trigger points now despawn after a single collision, prevents unnecessary cluttering of the scene.
4/28/2014	8:18p	KAnderson	Adjusted spawners/triggers, apparently some were missing, waiting on Stephen for specifics. With Vance's update, integrated menu. Dying now kicks the player back to the menu, yay!
4/28/2014	9:54p	KAnderson	Basic pause implemented. Received spawner/trigger info from Stephen, just need to clean up the code so everything spawns properly. Need to get either the main menu to work with pause, or create a basic pause menu as switching between scenes will NOT save. Will need to move HUD code into its own class, for clarity's sake and so that Vance can work on it as needed without worrying about breaking things. Stephen has been officially tasked with the AI.
4/29/2014	5:17p	KAnderson	Moved HUD to a new class, successfully pulls info from characterController class.
4/30/2014	9:38p	KAnderson	Replaced all triggers and spawners with simpler models. Added cursor locking. - When running the game, the cursor is locked until paused (hit ESC) - When unpausing the game, the cursor is locked again (hit ESC again) - The only exception is that when running from unity (not as a built game), you'll need to click on the game scene to allow it to lock the cursor
4/30/2014	9:38p	SHaines	Enemy Script, Enemy Spawner: - Corrected enemy spawning behavior - Added enemy weapon types and values - Corrected fire rate - Imported new Spawners and Triggers
4/30/2014	9:38p	VGeorge	Added sevral audioclip variables and added a base sound for the rifle and laser.
5/1/2014	12:38a	KSmith	pTeddyPrefab Package -

			Build from the 4/29/2014 build. Package strictly contains the Teddy Roosevelt Prefab from the prefab folder. Changes to the Prefab is the replacement of the TeddyRoosevelt Model, and metaRig to Rig. In addition the TeddyRoosevelt Model has its animator component altered and the addition of the animationTransition Script. characterController.cs - Build from the 4/29/2014 build. Alterations to the Update Function, player variables, and additional getters. All changes marked with "//CHANGED". Line 46-49 Replaced currentSpeed variable to -> currentForwardSpeed and currentStrafeSpeed. Line 109-118 Added Getter method for retrieving currentSpeed values. Line 186-187 Moved positional update code to a helper method "CalculatePosition", added call to new method. Line 294-434 New CalculatePosition helper method. Modified code to address deceleration bug. animationTransition.cs - New class added to scripts folder - Handles transitional values used within the animator state machine.
5/4/2014	9:49p	SHaines	Modified enemyScript, enemySpawner, weaponScript. Fixed grenade spawners to actually spawn again. Fixed random drop spawning in newDrop(). Barebones FSM added. Enemy currently checks if the player is within detection range and Line of Sight upon Update(). If so, it enters the ATTK state. This is done by checking distance between the gameobjects' positions, turning to face the player, then using a Raycast to determine if the player is within Line of Sight. In the ATTK state, the enemy utilizes another Raycast to hit the player with the equipped weapon. This is currently 100% accurate, adding misses to the script will be coming shortly. Issues: eGRNT are not spawning with weapons, spawners are only spawning one enemy, + What the fuck, we're iceskating now?
5/5/2014	7:18p	KAnderson	Integrated everyone's projects, it all should be there now. Created unitypackages for most aspects.
5/5/2014	9:00p	KAnderson	Uploaded new version of the project. Added screenshots of prefab/script settings. Fixed cursor unlocking when dead.

			Adjusted health bar so it's now a solid bar instead of several images. Specific code changes: characterController.cs added lines 304 - 307 - unlock cursor when dead ingameHUD.cs deleted lines 12 + 13 - removed empty floats deleted lines 22 - 24 - removed empty floats added line 12 - variable for holding new health bar width added line 33 - calculate new width each frame changed lines 38 - 50 - changed how health is now displayed, shows a whole bar instead of individual images, requires further testing
5/6/2014	2:34p	KAnderson	characterController.cs: Possible fix for rate of fire derping. Changed doFire() to return a bool, and have it now run this method, then if true the ray will cast. At work presently, will integrate when I get to class tonight.
5/7/2014	7:52a	KAnderson	Fixed null object exception when spawning grunts. Fixed health bar, now accurately shows health total.
5/7/2014	7:35p	KAnderson	Actually fixed null object exception and health bar, for real this time. Linked spawners spawning to the inGameHUD to get rid of the silly button. Moved spawners to LOCKED, the only changes that should be made after this are to change them to not render. Fixed sound option in menu to change all sounds.
5/7/2014	8:45p	KAnderson	Removed spawners from topmost level as we'll be blocking it off. Fixed duplicate spawners not despawning when spawning enemies. Updated locked spawners, cause I'm retarded.
5/7/2014	9:20p	VGeorge	Projects Modified: Unity test project Added several lines of code to the following scripts. Script: BasicMenuA - Fixed audio control slide bar by adding a new line assinging audio.volume to audioLevel as well as changeing the text on the scrollbar. ingameHUD -

			Added several lines of code and implemented the basic hud frame aswell as repositioning the Healthbar.
5/7/2014	9:25p	SHaines	Unity Project Items Modified: Teddy Removed "Apply Root Motion" to stop the strange migration of the Teddy model in relation to the camera. Scripts Modified: EnemyScript Added maxHealth, isFleeing, fleeChance variables, and FleeChance property. Added some functionality for the FLEE and DEAD states. Added functionality to check if enemy is dead or fleeing as well. EnemySpawner Added value sets for maxHealth and FleeChance upon enemy spawn, unique to each type of enemy.
5/8/2014	7:44p	VGeorge	BasicMenuA: Adjusted music. characterController: Added audio sources as well as music and sounds. overall: Audio now changes based off an idividual slide bar.
5/11/2014	3:07p	KAnderson	characterController.cs set all volume to 0.07 to keep from blowing my eardrums line 322 - commented out, explained in line 321 ingameHUD.cs lines 37 - 38 - adjusted width to no longer scale entire HUD awkwardly, also to actually center HUD lines 46 - 52 - removed obsolete code, adjusted HUD to not scale awkwardly, also to fit health bar inside properly
5/11/2014	4:43p	KAnderson	characterController.cs line 140 - changed adding the weaponScript component to just once, instead of each time line 541 - changed AddComponent to GetComponent, keeps it from multiplying lines 328 - 341 - added OnGUI() for displaying "paused" notification lines 285 - 292 - removed instant kick to menu, will probably need to deactivate some part of the character though lines 339 - 347 - added messaging for when the player dies + if player hits esc, kicks to menu lines 348 - 351 - added messaging for out of ammo

5/11/2014	9:32p	KAnderson	characterController.cs lines 154 - 155 - removed Music(), as it wasn't actually doing anything lines 133 - 134 - added playing + looping for music line 304 - added music stopping when paused lines 313 - 314 - re-starting music when unpausing BasicMenuA.cs lines 40 - 44 - removed Music(), as it wasn't actually doing anything lines 31 - 32 - added playing + looping for music lines 47 - 81 - added functionality for changing weapons -> changing weapon indicator line 38 - changed newWidth to go based off the hudImage, rather than screen width, as it would result in spillage line 13 - commented out variable, not used line 25 - commented out variable, not used
5/11/2014	9:51p	SHaines	pTeddy Removed "Play on Awake" from LaserShot and GaussShot audioclips. Titanic Added Unity Navmesh to Titanic models for AI pathfinding eGRNT Added Navmesh Agent component to take advantage of Navmesh pathfinding enemyScript.cs Added minRange and maxRange values + properties for enemies. Implemented rudimentary enemy chasing. Added NavMesh Agent functionality to chase player over terrain enemySpawner.cs Set MinRange and MaxRange values for enemies. characterController.cs Added IsPaused property for use in other scripts. Added print for collider hit if you do not hit an enemy for testing. weaponScript.cs Updated damage values to make testing easier.
5/12/2014	7:20p	KAnderson	Combined Stephen + Kevin's projects. Fixed HUD so it's now relative to the screen + health bar is relative to the HUD.
5/12/2014	8:57p	KAnderson	Titanic_Level.unity Adjusted all spawners + triggers to fit with the updated

			Titanic Disabled renderer on all spawners + triggers Locked 05-12-14_SpawnersAndTriggers_LOCKED BasicMenuA.cs Added style for buttons Tasked Vance with making it pretty, I'm not good at that. Added (very basic) credits
5/12/2014	9:48p	SHaines	Titanic Navmesh Applied eGRNT Navmesh Agent Applied eGREN Navmesh Agent Applied enemyScript.cs Increased Random range in newDrop() to reduce odds of a powerup to 66%. Basic player chase functionaliy implemented if enemy is out of range. Updated enemy to LookAt() every frame to smooth out turning. Basic enemy fleeing implemented to run away based on z-axis position of enemy and player.
5/12/2014	9:51p	VGeorge	Added new UI and text for the menu Cleaned up Code and added reigons Added weapon sounds for the grunts prefab and script
5/13/2014	11:20a	KAnderson	BasicMenuA.cs lines 26 - 28 - added three new GUIStyles lines 56 - end - added new GUIStyles to each remaining GUI.Label() line 181 - created string for holding credits line 183 - created label for displaying credits characterController.cs lines 565 + 572 - commented out print() line 49 - added GUIStyle for warning messages lines 345 + 349 + 358 - added new GUIStyle line 342 - changed Rect to start at (0, 0) to allow for use of the GUIStyle interface in the editor line 341 - clarified "you're dead" message line 343 - added check for being dead lines 576 - 579 - added death field, does 500000 damage
5/13/2014	11:06p	KAnderson	characterController.cs did general clean up

			condensed lines added #regions where necessary removed extreneous print() line 274 - set acceleration to zero if dead BasicMenuA.cs did general clean up condensed lines removed extreneous functionality duplicates added new GUI style to keep options screen clean commented out everything regarding the resume button, may not be able to fully implement
5/14/2014	9:46p	KAnderson	characterController.cs lines 224 - 235 - added throwing grenades when thrown, they go x forward and x/2 up line 43 - added variable for adjusting of throwing force line 21 - added rigidbody variable for grenade lines 237 - 254 - put regular raycasting in an else to stop from being done when throwing grenades enemyScript.cs lines 256 - 261 - added collision detection for enemies + grenades causes instant death, because ouch destroys grenade
5/15/2014	6:14a	KSmith	Modified files: /Characters/* /Weapons/* /Prefabs/Enemy/eGRNT /Prefabs/Player/Teddy /Prefabs/Weapons/* /Scripts/enemyScript /Scripts/characterController /Scripts/enemyAnimationTransition /Scripts/animationTransition /Scripts/bulletImageController /Scripts/weaponFire Specific changes to non-new assets: characterController.cs -commented out instantiation of weaponScript component to myWeapon -removed weapon sound instances and current sound -removed firing point public variable, accessed from characterAvatar -modified calculatePosition to reduce shaking -added weapon swaps.

			Line numbers of change begins: 6, 10, 24, 38, 157, 159, 231, 241, 272, 279,286 293,301,386,571,612 enemyScript.cs -added velocity and speed settings Line numbers of change begins: 61, 142, 150, 193
5/16/2014	9:52p	SHaines	enemyScript.cs Added fleeTimer and fleeChecked to monitor how long an enemy has been fleeing, and if they have already been checked for flee chance previously to prevent guaranteed eternal fleeing. As a result, enemies now stop fleeing after 10 seconds and rejoin the fight. Implemented basic functionality for the SPWN state in eSpawn(), runs them out to the walkway before engaging the player. Added hitChance and HitChance to allow specific chance-to-hit to be specified for enemy units Added chance-to-hit functionality to enemy firing to simulate missed shots at the player Fixed chase scripting to where enemies will chase you after fleeing, and along the x-axis as well until they reach minimum range. enemySpawner.cs added HitChance initialization based on enemy type.
5/17/2014	5:33p	KAnderson	SpawnersAndTriggers.prefab moved a few triggers/spawners to the correct locations after there were adjustments to the Titanic model pGREN.prefab added missing scripts and firing point throwGREN.prefab separate prefab for creating the actual grenade to throw allows the player grenade to function properly without throwing errors characterController line 274 - added an or for isDead, should now pause when dead cleaned up all extreneous print() and //
5/17/2014	8:42p	KAnderson	enemyScript.cs lines 288 - 292 - added collision detection for the blast radius of the grenade cleaned up extreneous print() and // characterController.cs line 285 - changed ESC to Enter line 294 - changed Escape to Return

| 5/18/2014 | 5:07p | KSmith | ChangeLog
Build derivative of from 5/17/14D
Modified/Added files
Scripts\grenadeController.cs
Scripts\animationTransition.cs
Scripts\enemyAnimationTransition.cs
Scripts\characterController.cs
Scripts\enemyScript.cs
Scripts\BasicMenu.cs
Scripts\ingameHUD.cs
characters*
SkyBox*
Prefabs\Weapons\throwGernade
Prefabs\Enemy*
Prefabs\Enemies*
Prefabs\Player*
UI\Crosshair.tga
UI\BlankButton.tga
TitanicLevel - ChaseCamera
IntroScreen - FreeCamera
Script Modifications:
animtionTransition.cs
Lines
40-43
136-139
enemyAnimationTransition.cs
Lines
11
26
40-43
126-130
127-134
characterController.cs
Lines
210-252
520 - Moved fire call to lines 210-252
9
80
197-249
enemyScript.cs
Lines
26-28
32
38-43
66-68
177-183 |

			213-234 473-475 487-501 528-548 30 61-63 172-178 208-210 217-257 422-424 465-525 580-587 BasicMenuA.cs Lines 29 76 140-142 157-161 169 183-184 217 ingameHUD.cs Lines 23-24 47-52 96-107 bulletImageController Lines 8-39 gernadeController Lines 10-56 weaponFire Lines 47-63
5/18/2014	8:52p	KAnderson	GameObjects re-added death field created eThrowGREN to keep enemies from killing each other like derps enemyScript.cs line 532 - uncommented, otherwise it would just keep exploding and exploding and exploding and exploding line 606 - tweaked audiom, should hopefully play death sounds now line 530 - added a tag to the grenade to prevent derping grenadeController.cs

			line 38 - changed boom to a GameObject to allow for proper destruction line 43 - commented out, not needed/retarded lines 23 - 30 - separated enemy + player damage, teddy doesn't have an enemyScript line 41 - commented out, not needed characterController.cs line 212 - uncommented, otherwise it would just keep exploding and exploding and exploding and exploding line 211 - added a tag to the grenade to prevent insta-killing BasicMenuA.cs condensed method calls added scrolling for the credits
5/19/2014	9:24p	KAnderson	characterController.cs line 63 - created bool to hold win state line 149 - initialized isWinned to false line 292 - added check for isWinned, now pauses if the game has been won lines 565 - 568 - added collision detection for win plane lines 332 - 344 - added in-game credit screen lines 317 - 321 - cleaned up strings, created new string for the return to menu instructions BasicMenuA.cs lines 93 - 101 - added text for the briefing in a scrollable section lines 122 - 125 - implemented default button for options line 134 - fixed scrollable section, no longer retardedly shaped ingameHUD.cs lines 15 - 16 - added GUIStyle variables lines 46 - 50 - defined GUIStyle properties enemyScript.cs line 610 - enemies now stop when they die

5/19/2014	9:34p	VGeorge	Changed the health and ammo prefabs to cubesand added visual textures.
			Made a new GUI named GUI Final.Code changed: UI Script:
			   Adjusted the numbers to allow the active weapon icon to display properly
			      Added 2 new Rects for Ammo and HealthPercent. moved them to the ouer boxes of the GUI
			   added a GUI.Label for health percent and altered ammos GUILayout to just GUI.

			Menu Script: removed the Void Play() function from the scripts provided.
5/19/2014	10:00p	KSmith	Titanic_Level Added WindZoneMenuScene Camera Changed NewLevel to 2Added LogoScreenProject BuildSettings Changed order of scenes: LogoScreen 0 MenuScene 1 Titanic_Level 2Assets Prefabs\Scene\Titanc.prefab - Placed some game objects Prefabs\Player\Teddy.Prefab - Changed MenuLevel to 1 Skybox* - Updated Textures Titanic\ForecastleDeck - updated forecastle Added Titanic\SmokeStack Added Titanic\ForeMastScripts\enemyScript.cs Line 614 - disabled Capsule Collider Line 539 - commented out Line 535 - Added Fire method with vertex3 point of impact Line 493 - commented out Fire methodScripts\characterController.cs Line 54 - changed default menuLevel Line 252-254 - Added check to see if the player fired Line 555 - Added .gameObjectAdded Scripts\LogoScreenTransition.cs
5/21/2014	3:20a	KSmith	enemyScript.cs - Adjust Line of Sight algorythm, made it so enemy does not fire through walls. enemySpawner.cs - Commented out weapons settings in order to make the game reference the prefabs properly.