Racer GDD:

Pre-production:

Single player race.

Finish line and check points

Jumping enable with energy

Sprinting enable with Boost

Wall jump enable with Energy

When falling go back to last checkpoint

Regenerate energy and boost over time

Production:

Goals:

Two players

Split Screen

Bumping

* Apply force opposite contact with strength determine by energy

Display 1st vs 2nd

Each level will have a leader board of 10

Look at the Cam for the bump

Audio for the bump

Add a rumble

Play with bf

UI for both

Next week => AI

Notes for camera shake:

RacerCharacter (I thought the .cpp but could be header)

APlayerController\* PlayerController;

UPROPERTY(EditAnywhere, Category="Effects")

TSubclassOf<UCameraShake> CamShake;

Code File (is that meaning the .cpp?)

under BeginPlay

PC = GetWorld()->GetFirstPlayerController()

on the video is is under HandleItemCollected (will be different for us as we do not have item collection)

PC->PlayerCameraManager->PlayCameraShake (CamShake), scale 1.0f)

CamShake slot within RacerCharacter on Unreal - create new Blueprint in BP folder (parent class CameraShake) - name it to be specific to the camera shake for getting hit - go in to it and played with the oscillation settings

Can then link get hit to Play World Camera Shake in Blueprint then to GetActorLocation