Pseudo code - Ryan James Wiesmeyer

**Bullet time script**

*Variables*:

* float slowdownFactor
* float slowdownlength
* bool canBulletTime
* bullet timeDuration
* bullet time cool down timer
* bullet time key

*Functions*:

/\*

Understanding time in unity

1 = real time

.5 = 2x slower

adjust between 0 and 1

\*/

DoSlowdown()

{

Time.timeScale = slowdownFactor;

Time.fixedDeltaTime = Time.timeScale \* .1f;

}

Update()

{

Time.timeScale += (1f / slowDownLength) \* Time.unscaledDeltaTime;

Time.timeScale = Mathf.Clamp(Time.timeScale, 0f, 1f);

CheckBulletTime();

}

CheckBulletTime()

{

if (canBulletTime is true)

{

If player input (chosen key or f by default) && bullet time cool down is over. Then

{

DoSlowdown()

}

}

if (timeDuration >= 0)

{

dashCdTimer -= Time.unscaledDeltaTime;

canBulletTime = false;

}

if (timeDuration <= 0)

{

canBulletTime = true;

}

}