9/22/2023

As of this date, Bend Time functionality has been successfully implemented. It’s hard programmed to a key activation. The only issue with it as of right now is that, upon exiting the slowed time state, the player’s movement speed is tripled. All other objects return to their original speed. I’ve been doing some tests with custom time dilation, custom character dilations, and global time dilations to figure out the source of this issue to no avail.

11/01/2023

On Ashton’s recommendation, I’ve set a default value overwriting the default value of the character’s maximum movement speed, however this doesn’t actually fix the issue to the extent that I would like to see. I have a feeling that I’m going to have to revisit the time dilation variables to figure out the source, and it does seem like one of them might be extraneous.

12/8/2023

I’ve tried:

* Inverse multiplication with Actor Custom Time and Global Time dilations.
* I’ve determined that there is something preventing Actor Custom Time from reverting properly.
* Bend Time Boolean not setting properly
* Emailed a lead gameplay programmer at Arkane Austin for advice
* While time bend bool is true crashes the system

I did it!!! I did have an extraneous time dilation that was screwing up the calculations. I also had nothing reverting the actor’s custom time dilation to its original value.

Now there is a brief delay between the player’s ability to activate/deactivate the power after it has switched states. I don’t know how, but this is a better problem to have. I would have collapsed the code into its individual function/macro, but Timelines cannot be placed in a graph, and I’ll need the animations to play out in the middle of the functionality.