2/12/2024

Day two of working on possession resulted in my being able to possess a pawn by pressing an input key, activating a line trace, storing the overlaps in an array, checking to see if the overlapped array items contained a pawn with the tag “possessable,” and finally possessing the pawn.

I can’t seem to figure out how to make the possessed pawn receive input, unfortunately. I think it might be because my “pawn” is a default cube with the proper tag. Next time, I want to try to create a new (human) AI blueprint from scratch, give it the proper tag, and allow the player to possess it. Maybe in that instance it’ll fix the movement thing? From there, it’ll be pretty simple to add in possessable rats, bugs, fish, dogs, and all other creatures Corvo can possess in-game.

Additionally, once the actual possession works, I’m going to add in a delay timer to automatically deactivate the ability, or an option to end the ability early. I also need to make sure that the player is undetectable by other pawns while possession is active. Anything else that I should be adding in this section will either come to me later or next time.