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.

2/14/2024

Possession now allows for movement if the possessed pawn has a movement component. I’m having issues with the player un possessing the target, but not in the way you might think.

First off, I need the possessed actor to spawn slightly in front of the player when the player deactivates possession. Possession currently just replaces the possessed target, destroying it in the process. Getting a copy of the hit actor in the line trace doesn’t seem to be working very well, either.

Then, I need to make sure the player “repossesses” their standard body when they deactivate the ability. I’m worried that if the first part gets fixed, the player will just get softlocked.

This doesn’t actually apply to the Possessable tag, either. I want it to do that.