9/22/2023

Today, rat swarm functionality was implemented. I’m using control flow to spawn a certain number of “rats” at a spawnpoint specified by a placeholder cube in the character blueprint. There’s a slight upward impulse added so the rats don’t just get stuck in the ground.

I haven’t quite figured out what I want to signify the completion of the loop to mean. If anything, I might just implement a bool that is true at the start and once the index reaches a certain number it turns false. Additionally, I’ve encountered several crashes via programming infinite loops that immediately spawn hundreds of thousands of rats. *This issue was fixed. I had a loop within a loop, creating two infinite loops.*

For now, the rat models are a default cube.

10/15/2023

Rat models are now an actual rat. Also, they add impulse but only in a straight line. It works mostly as intended, but unfortunately the line they spawn in is a little bit different from the actual game.

2/23/2024

I added another rat blueprint, created as a child of the pawn class, so I could implement the character movement component required for potential possession. Additionally, I added functionality for random roaming/patrolling within a radius based off of where the rat’s initial spawn location is.