9/22/2023

As of writing this, Windblast has been an overwhelming success. I used some placeholder Niagara VFX to provide some basic visual feedback to the activation. I use a simple add impulse function to add a “force” push effect in whichever direction the character is looking. If an object is simulating physics and is in the path of the blast, it is pushed backwards. The violence of the push depends on the distance between the object and the player at the time of activation.

12/08/2023

Collapsed into function.