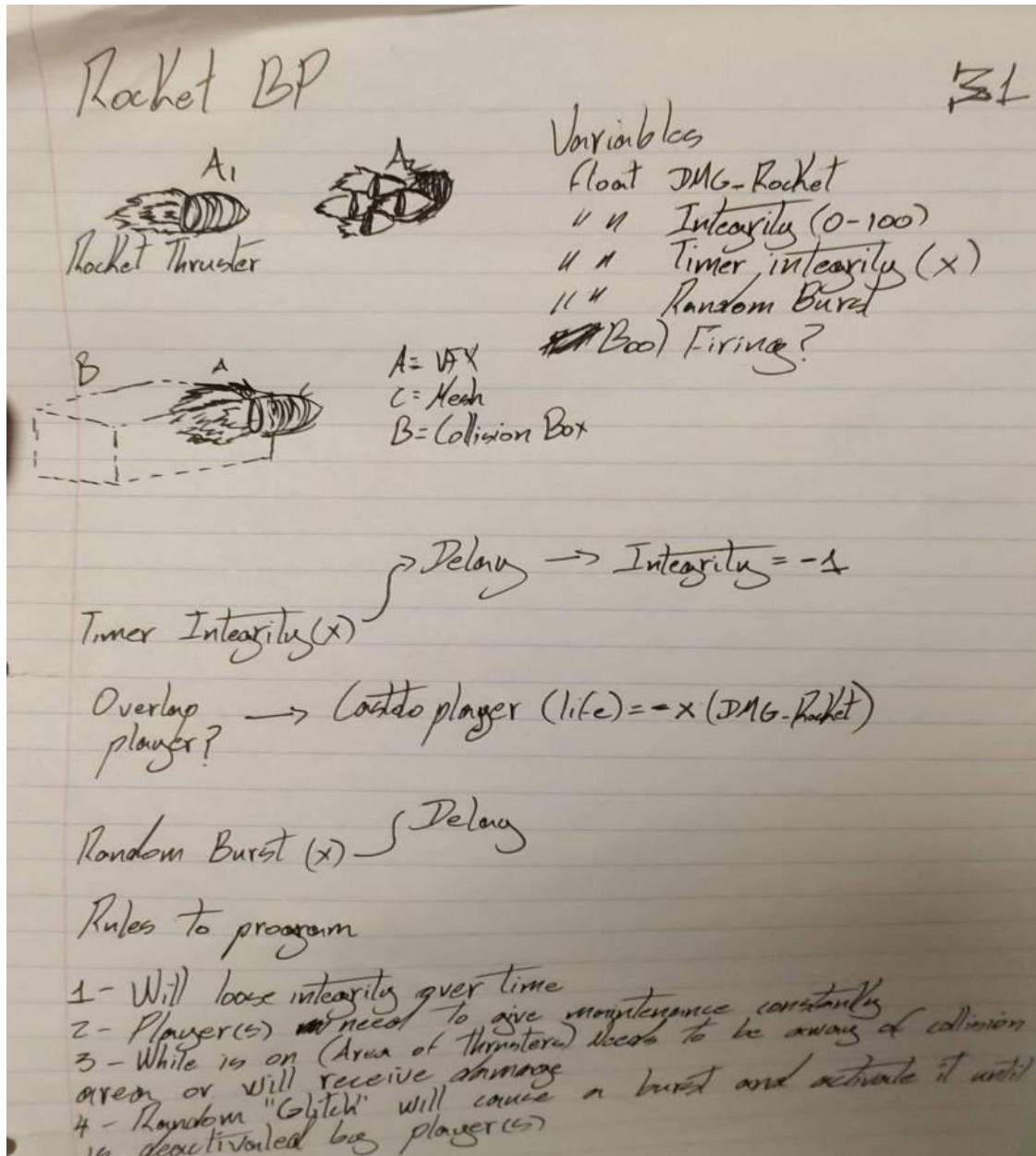


## Rockets Blueprint build

A concept that was considered on the project was to include hazards on the environment to offer a challenge and to consider possible situations on space traveling and investigation

The idea was made first on paper



For the concept will be a rocket exhaust on the level like testing the force of impulse and be an obstacle on the area for player progress, a 3d model will be used for the rockets, a box to evaluate any collision of elements different from the rocket engine and the fire area to evaluate if will do or not damage, a timer to alternate when is activated or not, the timer will be random between a minimum and max amount of seconds as for the rockets will need maintenance since the integrity will decay over time.

After checking the ideas was downloaded a free 3d model from the next website:

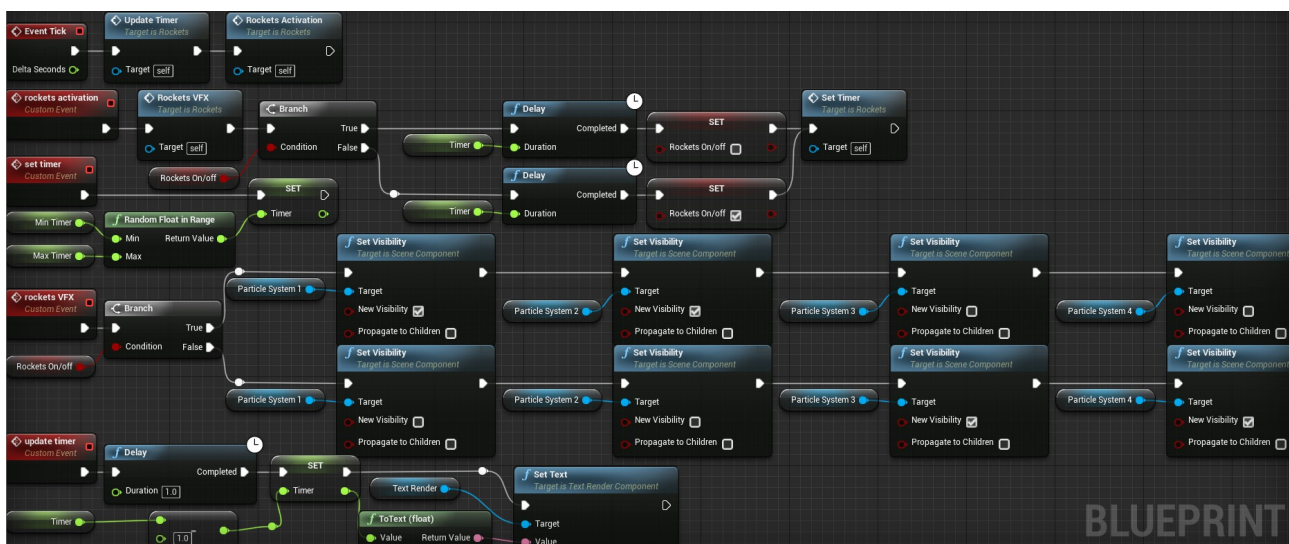
<https://sketchfab.com/3d-models/rd-180-065a53e8292c45c5b62665acbbc66f0e>

Credits to <https://sketchfab.com/MartianDays>

The version 1,0 was placed the 3d model then placed the logic under Unreal engine looking like the next image:



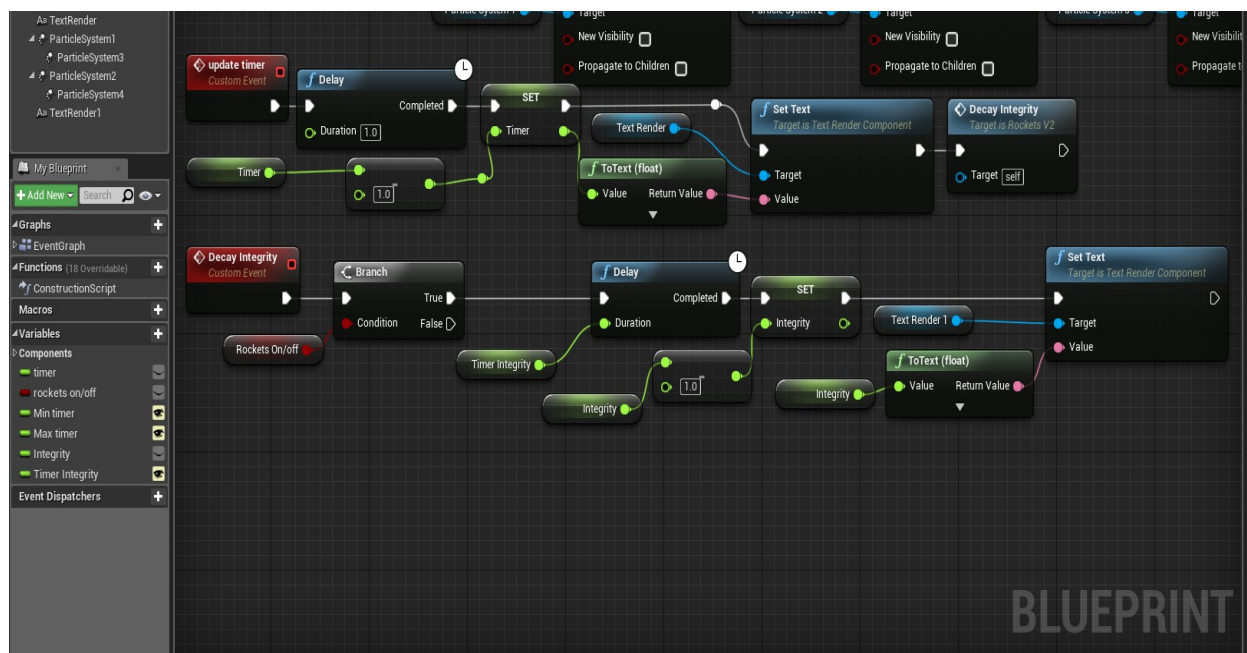
Variables	
Name	Type
Timer	Float (1.175494351 E - 38 to 3.402823466 E + 38 )
Min timer	Float (1.175494351 E - 38 to 3.402823466 E + 38 )
Max timer	Float (1.175494351 E - 38 to 3.402823466 E + 38 )
Rockets on/off	Boolean (Ture/False)



With the progress of the basic build was added more options to work for the integrity from another blueprint of the resource gatherer to simulate the decay of equipment when being used for a certain amount of "X" time the equipment will loose integrity and will require constant repair and maintenance to keep working also based on the percentage of the integrity will affect the performance of the device in terms of productivity or stability.

with the new variables placed would be looking the version 2.0 like the next table

Variables	
Name	Type
Timer	Float (1.175494351 E - 38 to 3.402823466 E + 38 )
Min timer	Float (1.175494351 E - 38 to 3.402823466 E + 38 )
Max timer	Float (1.175494351 E - 38 to 3.402823466 E + 38 )
Integrity	Float (1.175494351 E - 38 to 3.402823466 E + 38 )
Timer Integrity	Float (1.175494351 E - 38 to 3.402823466 E + 38 )
Rockets on/off	Boolean (Ture/False)



100

Text

