Irene Zaugg

Anna Craze

HW1 – AI Report

October 31, 2024

**Resource Used: ChatGPT**

*Adding blueprints for BP\_Damage obstacles*

We had originally attempted to add obstacles using the same techniques as lighting pads in class, but we could not get the mesh to react to overlapping with the player character; this was tested with string outputs, which produced no results. After a few web searches, we went back to ChatGPT, which introduced us to the Take Damage function and had us create collision boxes on top of the meshes.

*Adding instanced variable Next Level and reloading the level*

Originally, winning and loading levels was accomplished through two name variables stored in the BP\_FirstPersonCharacter blueprint (Current Level and Next Level), which were used by the winning and losing logic to load the correct level after conditions were met. However, the variables did not overwrite correctly; they would frequently revert to the previous level or the menu. Asking ChatGPT to keep the same program for loading the levels, it suggested creating a new Game Instance blueprint, where the Next Level variable was stored.

It also introduced the Get Current Level Name node, which was the same principle as the Current Level variable but did not require any extra code to implement.