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GAM303: Module 2 Object Interactions

The skills and tools learned while completing the Module 2 tutorials will be very useful in my mechanic implementations of the final project this semester in several ways.

The primary way that I will use what I learned in this module, is that I will use is my own implementation of the collectible item with overlap areas. This will be the core strategy that I will use to implement valuable items that a player will need to pick up as they traverse my game level. Both the main objective item, and the bonus score valuable items will be interacted with in this way, by the player walking up to the item and then grabbing them. Through this method, the player will also be able to increase their score for the level. As the player picks up additional bonus valuables, their bonus score will increase.

Also, through a similar process as the one used to implement the ability for a player character to jump, I would also like to implement the ability for the player to tuck / hide. This would be tied into a boolean variable for checking whether the player is currently hidden, and this will prevent the player from being seen while they are hiding in an appropriate spot / behind an appropriate item.

If I were using a different game format such as a puzzle based game, I could see how methods such as the physics objects could be used to allow the player to build or stack objects to be able to access areas that were normally out of their reach. It is really interesting to me how streamlined the process was of creating complex environment interactions using Unreal, I think that it just goes to show how well developed the engine that we are using really is.