Stop Time

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1 Summary

While quite a straight forward class, given my previous Blueprint programming experience, this class was necessary for game play mechanics, as it gives the player the opportunity to navigate out of a potentially hairy situation. The implemenation of the idea of stopping time is to slow all Ghosts to 1% of their original speed, making them effectively stopped. We see the clean implentation that comes with a foreach loop in Blueprint, setting each Ghost's max speed, a timer to pass the time, and after resetting speeds, destroy the PowerUp.

2 Code Snapshot