

Exploding Projectile

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Date

1 Summary

In implementing this exercise for our Blueprint I was tasked with the job of creating a custom projectile with added functionality. It was my choice on what to include therefore I chose to experiment with the different features of unreal that we have gone over and I used our event graph. I chose to add a fire element to our custom projectile but there was an issue with this. Whenever i attempted to fire the projectile upward it hit the capsule for my player and this led to my player catching on fire. To fix this we addedc a cast to check for our character so in the instance it was hitting our character it would not light on fire, else it would catch fire. Another issue we had was that we have a timer on our projectile so that it would disappear after two seconds and i chose to add the feature that we would set the object hit on fire for two seconds then have it explode yet, since our object was disappearing before the time had elapsed or in this case, as it elapsed the object never exploded. To counter this we changed the timer to allow for the diappearance of the object in our time delay before the object hit would explode giving it a .1 second differential.