Invulnerability Power Up

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1 Summary

This power up was a very simple concept; for a short time, prevent the player character from dying due to contact with the ghosts. This was a fairly straight forward power-up, and programming it was similarly straight forward. The majority of the work was done in the Character class, and the snapshot you see is simply the code that toggles the Invulnerability's activity. While the code was straightforward, I ran into multiple problems trying to get the casting to work properly and make it trigger properly. However, by testing each step with a print out, I was able to see where exactly along the line of actions the function was failing, and subsequently fixed the errors.

2 Code Snapshot

NOTE: Due to the nature of level blueprints, we can not provide complementary code for this excercise. Screenshots will be all that is offered.(**Only include this note for Level Blueprints**)

- Invulnerability1.PNG