

Turret

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1 Summary

This exercise was our first attempt to code a blueprint class that would be usable as a game asset excluding the visuals. Our turret class was supposed to make the visual asset shoot out bullets from what the player would presume was the face of the turret on a predetermined interval. The turret would also have a radius around it telling it whether the player was close enough to fire at and would rotate to face the player. We implemented it using a non-retriggerable delay to allow us to decide what interval it fire on. A box component was added to track if the player was close enough to the turret, the ability to fire was copied from the first person my character blueprint, and one of us suggested to take the rotate to follow player functionality from one of the cameras in a content example. The problems we faced with coding this blueprint were limited to learning to cast actors and rotating the turret to face the player, both of which weren't too difficult. I think our main issue with this project in hindsight was hard coding values that should have been parametrized. The range at which the turret sees the player and the interval of fire could have been easily parametrized, but we hard coded both every time we made changes to them.

2 Code Snapshot

NOTE: Due to the nature of level blueprints, we can not provide complementary code for this exercise. Screenshots will be all that is offered.

- Turret.png