

Jump Pad

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Tuesday November 11th 2014

1 Summary

The goal of this project was to make a static actor that, upon being walked on by a player character, would vault the player into the air automatically. While working on this project, there were many difficulties along the way. My initial attempt is what you see in `JumpProblems.PNG` and `MCJumpProblems.PNG`. In order to test each individual piece of code, I made a `Print String` function run at every step in the process. Upon stepping on the jump pad, both "You should be jumping" and "Why am I not jumping" would be printed. This means that the casting functioned properly and that the `Jump` function was activating in the `MyCharacter` event graph. Despite this, the in game character would not jump at all. In the end, I scrapped this method and instead of having the built-in `Jump` function vaulting my character, I made a `Launch Character` event that acted independantly of the `Jump`. This new method is shown in the final product, `JumpPadSuccess.PNG`.

2 Code Snapshot

- `JumpPadSuccess.PNG`
- `JumpProblems.PNG`
- `MCJumpProblems.PNG`