

Super Soldier

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1 Summary

Run faster! Jump farther! That's about it. This was pretty simple to implement and was more of an intro to input and the character movement component for the other students. Used a variable to change the jump distance and walk speed when you hold down shift and plugged back in the original values when you release shift.

2 Code Snapshot

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

- SuperSoldier.png