

# Legit Turret Spawner

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## 1 Summary

The legit turret spawner's goal was to spawn instances of our turret class in the range of a box component we created for it. The spawner was not allowed to spawn them in attack range of each other (even though they only attack players). If the box could not find a spot to spawn a turret within the limits after a certain number of times it would report that it failed to spawn the turret. The turret spawner would spawn on the event of an input. In order to implement this class we learned how to use blueprint's version of random number generation, calling custom events from other classes, and for loops. We had problems placing the turrets early on, but that was solved early on. The main issues with this project in hindsight were lack of parameterization, sloppy organization, and a lackluster algorithm for deciding if a turret was spawnable or not. I have since reorganized the code.

## 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.

- TurretSpawnerP1.png
- TurretSpawnerP2.png
- TurretSpawnerP3.png
- TurretSpawnerP4.png
- TurretSpawnerP5.png
- TurretSpawnerP6.png