

Mine Powerup

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Summary

For this powerup we were to implement and create a powerup which, when activated after being picked up, would allow for the player controller to drop a mine at the exact location where he is. This mine would have an area surrounding it and whenever any ghosts were to enter this area it would explode and destroy any ghosts within the area. We encountered a problem while doing this, since when we would drop the mine and a ghost was within the area the mine would destroy the player controller as well as the ghosts and the game could not go on. This was fixed by creating an array, filling it with our instances of ghosts in the game and using a for each method to destroy the ghosts once they entered the area around the mine, and not the player controller. Once that was fixed, we were able to apply it to the game and once they picked it up they were given 5 mines.