

Freeze Bomb

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1 Summary

This PowerUp is the most unique to my programming as it contained a visual element that was to appear ingame. The game mechanic was to pickup and hold onto the FreezeBomb and then place it by pressing the PowerUp activate key (Space). While it would not affect the player should they walk into it, a visual indicator is needed not only because it would be apparent when a Ghost was approaching it, but it would go away once its timer ran out. I had to make sure the hit box was big enough so a Ghost couldn't sneak by. To make the blueprint writing easier and to prevent duplicate code, I made a function within the class called hide. Its boolean parameter determines whether the class is to show up in the game or be hidden. When the PowerUp is first created, it first hides itself from the game so nothing is affected initially. Once the Space key is activated, then it not only unhides itself, but it adjusts its position to where the player currently is. Once collision is enabled, it starts counting down until the PowerUp is to be destroyed. An OnCollision event is fired off when anything comes into contact with it. Upon verifying that it was a Ghost that collided with it, it slows the Ghost to 1% its original speed and after a short timer completes, restores the Ghost's original speed.

2 Code Snapshot



