C++ Countdown

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1 Summary

This is a class that takes in a time, then every second after it starts, it will print out the remaining time, and will subsequently decrease the remaining time by one, until it reaches zero. In order to implement this we overrode the BeginPlay function while making sure to perform a Super call to BeginPlay so that the parent functionality of BeginPlay would be lost. Then we used the WorldTimeManager to allow multiple calls to the Count function.