

Double Jump Powerup

Joseph Barbosa

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Summary

We created this powerup so that the player controller would be allowed to double jump, meaning that it would give them a doubled jump velocity allowing for them to jump higher. The problem we encountered with this was that we had to counter the physics rendering since it was stopping our player controller from reaching the height we wished it to hit. This was resolved by disabling physics rendering when the space button was pressed and our powerup was activated.