

PowerUp

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1 Summary

The powerup class serves an important role in the game as it allows multiple people to work on powerups that come from powerup pickups simultaneously. Due to the focus on power ups in Epic Man we have the problem of making a consistent interface for powerups to interact with other blueprints. We wanted to keep programming to individual powerups without having to edit any outside classes, so once we our power ups are called they need only be activated and they handle everything internally and deactivate themselves when the time is appropriate. After testing if we believed a power up was ready we would add it to a list of possible powerups enum and then added a case where a powerup pickup called it where the pickup would create an instance of the powerup, activate it, and then destroy itself.