Decoy Power Up

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1 Summary

The Decoy power-up drops a fake player model on the map wherever the player chooses, and once it is dropped, the ghosts on the map will be drawn to the Decoy instead of the player, which will continue until the decoy makes direct physical contact with one of the ghosts, which destroys the Decoy. My thought process for making this power-up was that I would first make the physical model for the decoy, then I would rework some of the AI files such that while the decoy was present, the ghosts would take in the location of the decoy instead of the location of the player. Upon actually implementing this code, I was expecting to run into a lot of problems trying to rework the AI code, however with a few booleans, it turned out to be a fairly simple matter of replacing the target inputs for each ghost, with that of the decoy. Experience gained from making previous power-ups was key in making this one so smoothly.

2 Code Snapshot

NOTE: Due to the nature of level blueprints, we can not provide complementary code for this excercise. Screenshots will be all that is offered.(**Only include this note for Level Blueprints**)

- Decoy1.PNG