

Slow Pit Power Up

Adrian Lu

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1 Summary

The Slow Pit power-up is intended to be dropped on a particular tile, and for twenty seconds, it will remain. Any enemy that walks through that square in the duration will move $1/3$ its normal move speed until it steps out of the tile. The plan for coding this was fairly straight forward; make a trigger box that when activated would slow the ghosts inside of the radius. Surprisingly I ran into a number of problems making this class. First, I had a hard time trying to make it so that the power-up would only allow the player to spawn a single slow pit. Instead it would keep spawning a new pit, and destroying the old one. In the end, I had to go into the other class files and edit them, which I was very heistant to do. Additionally, I found a bug where if the 20 second life span of the slow pit ran up while a ghost was trapped inside of it, the ghost's move speed would not return to normal. It was by stroke of luck that I was able to catch this niche bug.

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**)

- SlowPit1.PNG
- SlowPit2.PNG
- SlowPit3.PNG