

Brief for Sanity System by Paris Rainey

How Does It Work?

My Sanity System is meant to be able to attach to any AActors in the scene and has two parts. There is the Sanity System and the Sanity Tracker, Both have separate purposes and separate intentional AActors they are meant to attach to.

Does This System Require Anything?

Only Unreal is required for this system to function properly.

How Do I Set Up The System?

The Sanity System will ideally attach to an AActor meant to be a player. It has a variable for sanity and does the calculations on how much sanity will be added or deducted. The Sanity Tracker can attach to any AActor in the scene and will have a radius, sanity effect and sanity amount that will be used by the Sanity System.

How Is This System Organized?

This is a two part system which should be easy to implement and change according to any needs. The Sanity System has the ability to keep track of any Sanity Trackers in the scene, their radius, and handles line tracing towards the Trackers. It is designed to detect if its owner is within a tracker's radius and then line trace to detect if it's visible. If the tracker is visible, it then adds or subtracts sanity every second within the tracker's radius and with line of sight. The Sanity Tracker keeps a radius, sanity effect and sanity amount. The effect determines if the amount will be added or subtracted.