

Highlight of individual contribution

Code:

PlayerCameraComponent - I extended my groupmate Richard's PlayerCameraComponent by adding aiming and camera shake. Also removed manual zooming and manual fov change.

PlayerFireComponent - Handles player attack and reloading. Raycast in the direction the player is aiming and then fires a projectile towards where the raycast hit.

PlayerCharacter - Also Richards code that I updated by adding player rotation in the direction of the camera when aiming.

PlayerProjectile - The player projectile. Flies in the forward direction. Gets destroyed when it hits something.

MusicChangeVolume - Changes the music when entered.

Damagable - Base class for puzzle stuff where you are supposed to break something. Executes a blueprint event when its hp is 0.

Trigger and Triggerable - Base classes. Trigger will execute the Triggerable when it has been triggered.

ShootTrigger - Will trigger when hit by the player projectile.

PressurePlayer - Will trigger when stepped on by the player.

ElevatorTriggerable - Platform that moves from point a to point b when executed by a trigger.

SandPipeDamagable - Damagable that executes a trigger when destroyed.

GP4GameModeBase - The game mode for the game. Implements helper function for the boss fight.

Blueprints:

BP_GameMode - Implemented the transition between boss phase 1 and 2

BP_Player - Implemented pause menu and camera shake

Widget_PauseMenu - Pause menu with sensitivity slider

Widget_PlayerAmmo - UI that shows whether the player has reloaded or not.