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Game Tech 266-02  
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Energy/ Focus:3

Have a lot of other projects going on so trying to find time to work on this has been hard but im feeling ok

References:

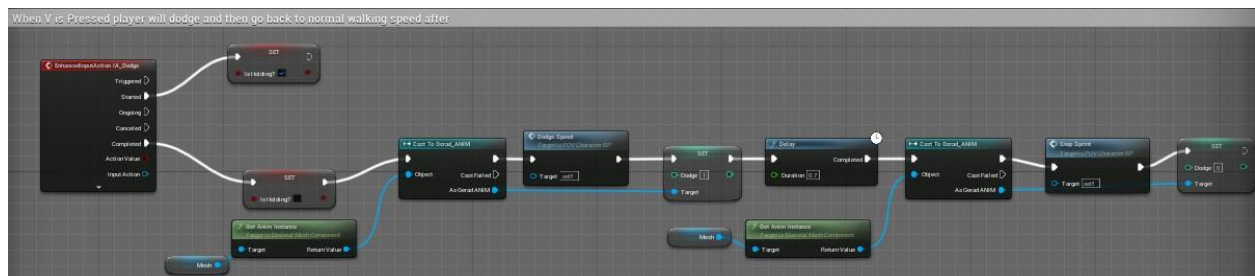
Overview- Just trying to mainly clean stuff up such as getting my dodge to working correctly and maybe reworking the rocket jump mechanic

Youtube Video- <https://www.youtube.com/watch?v=ZJLYhzQmeJI&t=307s>

## DevLog

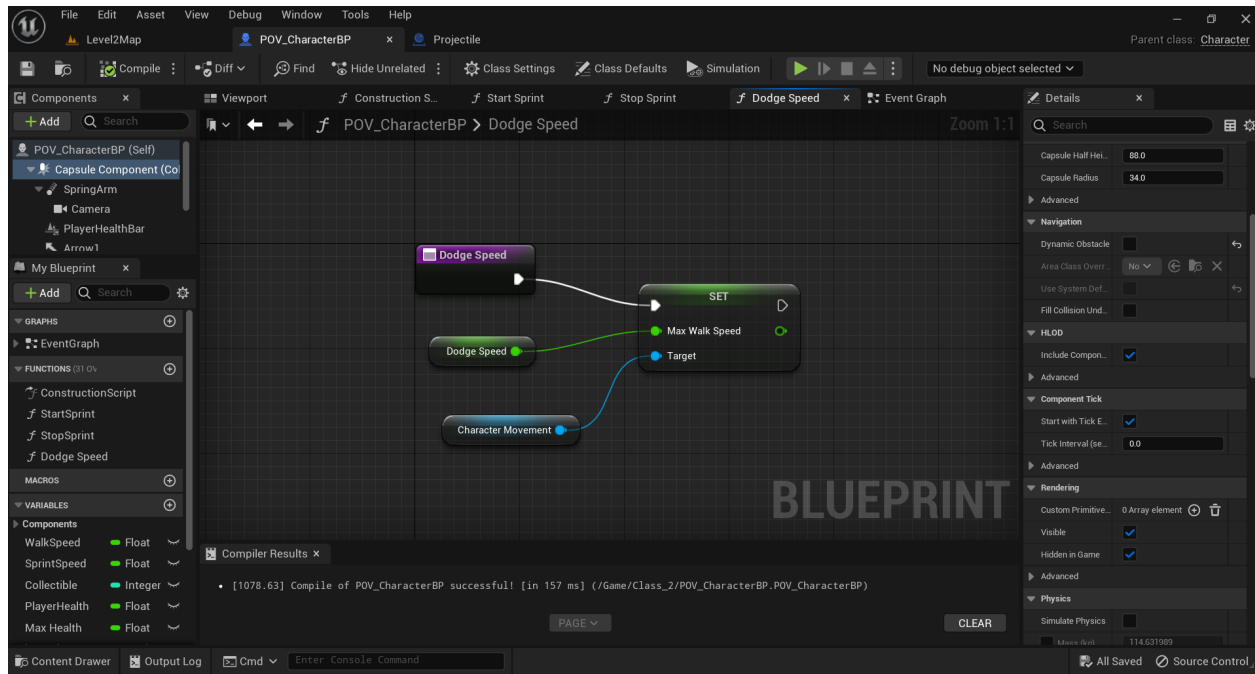
### Problem 1: Dodge still needs to be held down to work rather than pressing

Solution 1: This issue was actually a bit more complicated than I would have liked. I looked up a video after trying to figure out how to do it myself with the nodes I knew. After watching a video on how to do click and press functions I was able to incorporate it into my own code after a bit of tweaking and it allowed me to click and my character dodge



Problem 2: The second problem was getting the speed to work when dodging as even though I had a variable set it was not working

Solution 2: Once again this took a minute but was not too bad all I had to do was create a new movement variable just like walking or running and set that variable to movement when dodging



Problem 3: My third issue was trying to make it so that my projectile did not collide with me when the player was going fast through the air

Solution 3: The issue was that I was spawning the projectile from my spring arm so when I moved the spring arm arrow farther away it made it so that the projectile was not hitting me