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Game Tech 266-02
April 2, 2023

Energy Focus:4

Felt pretty good today and had a decent amount of energy and drive to get stuff done.

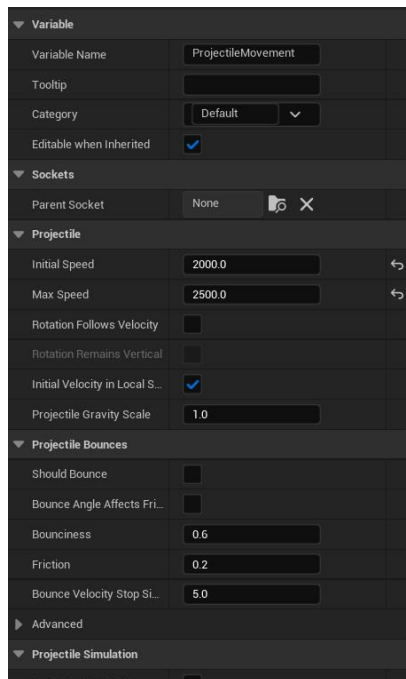
References-

<https://www.youtube.com/watch?v=O6qREGAZPoQ&t=866s>

https://www.youtube.com/watch?v=YDOAo_4L2a8

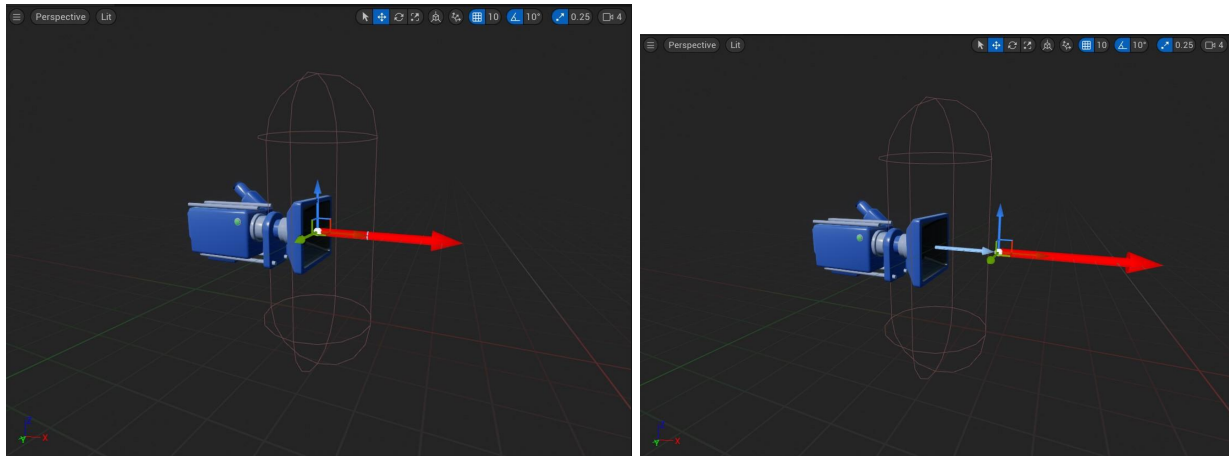
Dev Log

Problem 1- The first major problem I have come across is that the projectile when shot moves the player character to the left.

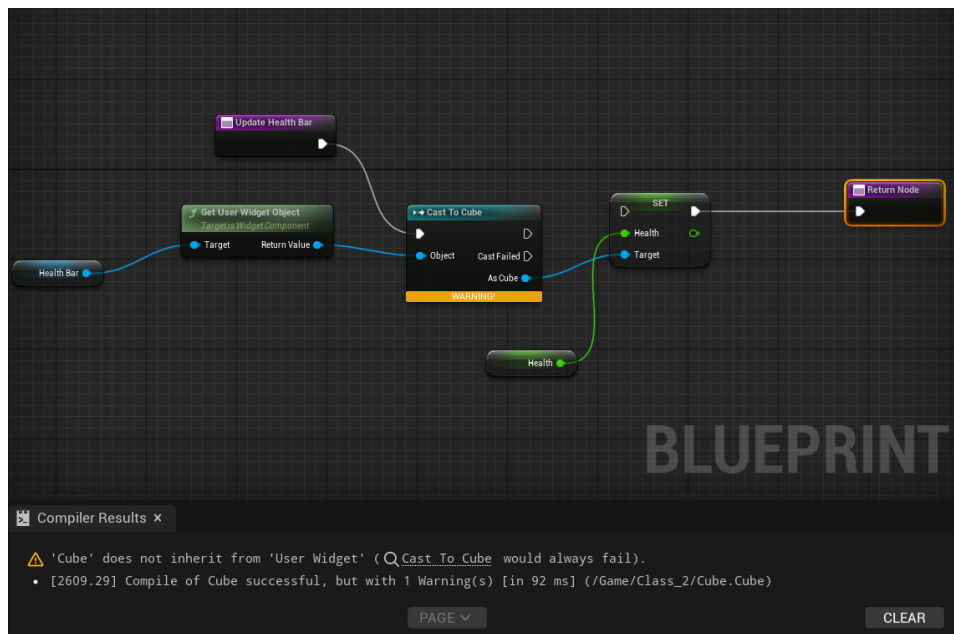


Solution 1- I tried many different avenues such as changing the projectile speed and messing around in the projectile movement section but nothing really seemed to work and I became quite stuck. The solution that finally worked was that I needed to move where the projectile spawned which was not in the projectile setting but rather was an issue with the player character. I had to

move the arrow that tells where the projectile must spawn forward because since the ball has collided it was moving the player character.

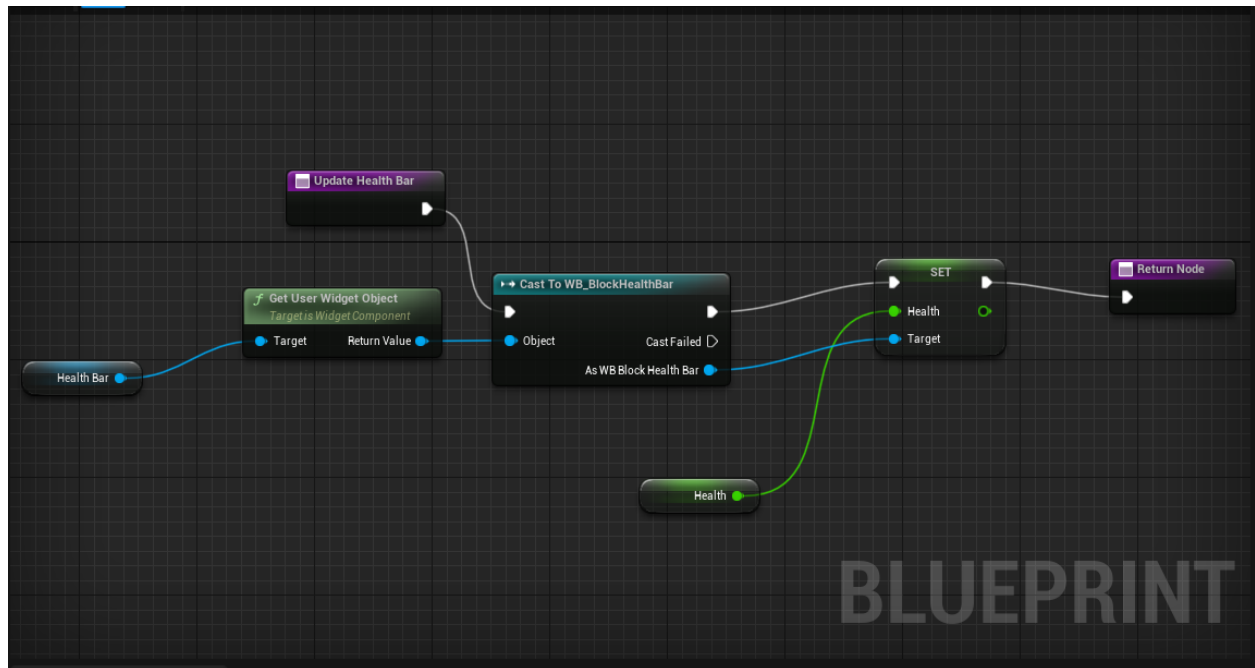


Problem 2- While trying to make a health bar and make it so that the health will display on top of the cube I ran into an error not allowing me to compile and cast the actual health to the cube.

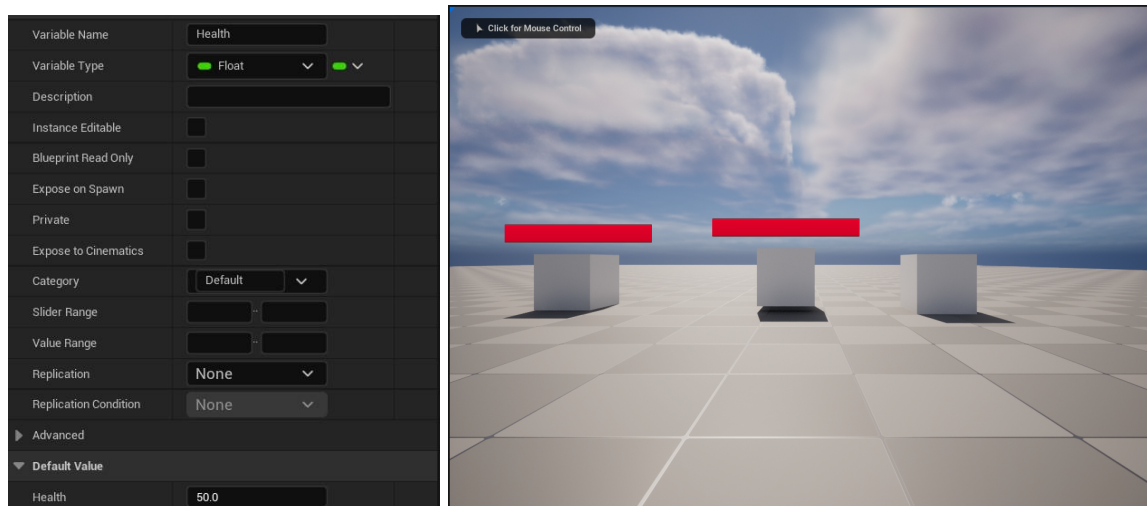


Solution 2- To solve this did not actually take very long since the error was coming from me trying to cast the cube. I decided to delete the cast node and see if I had put the wrong object to

cast to. This was in fact the issue. Instead of casting to the cubes health bar I casted to the cube itself causing the error.

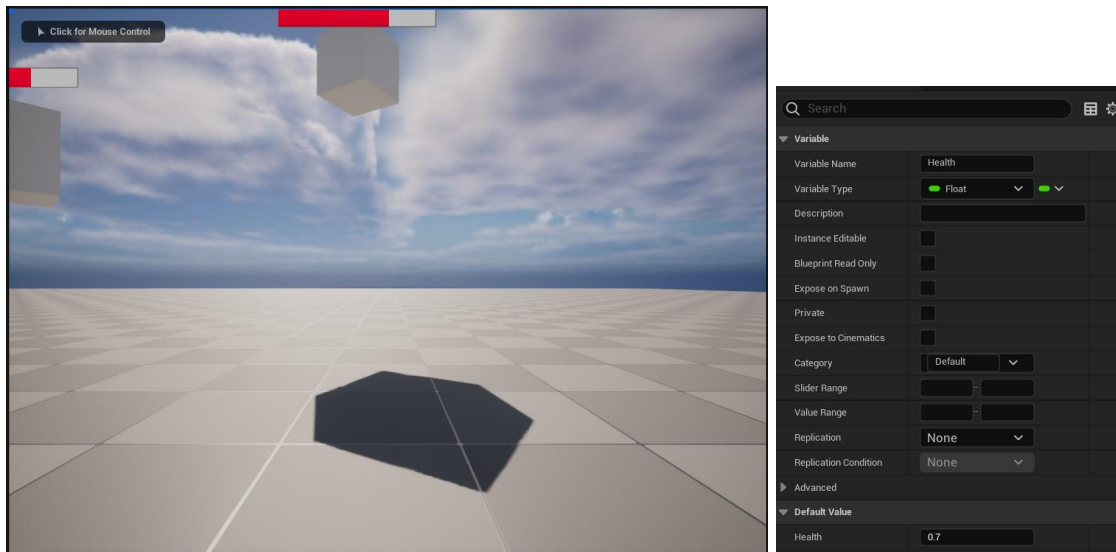


Problem 3- My third issue was when trying to make it so depending on what I set the health bar float value to it would change the health bar. The issue was when I tried setting it to 50 it went all the way to a hundred

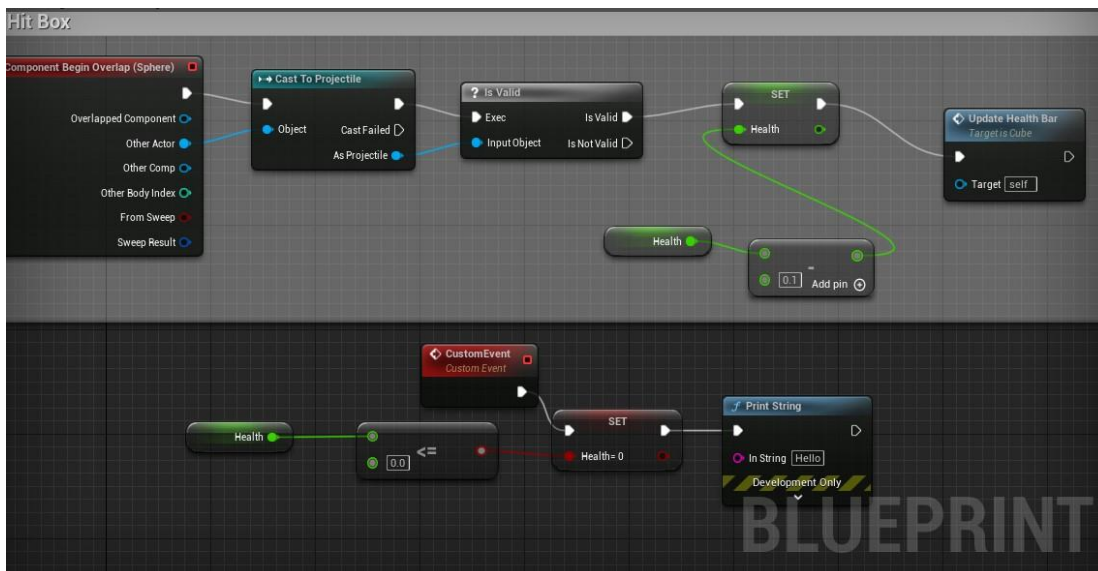


Solution 3: The solution to this issue was that instead of setting the value of the health float from 1-100 instead I needed to set it from 0-1 meaning that a value such as 0.5 means that the enemy is at 50% health. This took me a minute to figure out as I thought the issue might have been due

to the fact I had it originally set at around 60% in the designer menu for the progress bar but this was not the issue.



Problem 4: The 4th problem I encountered was more difficult than the others so far. I wanted to make it so when the cube health is less than or equal to zero the cube will disappear. I tried multiple different approaches but had a hard time figuring out how to arrange my nodes to get the desired outcome.



Solution 4: After multiple attempts and asking for some ideas in the discord server Josh Russ recommended that I should try to do an event tick with an if statement which I had actually

already tried but this time I approached it by using the health float and plugging in an if less than or equal to zero node then connecting that to the larger part of the code and it worked.

