

Joey Gadd
Nye Warburton
Game Tech 266-02
April 8, 2023

Energy/ Focus:3.5
Feeling decent but having hard time getting into the groove

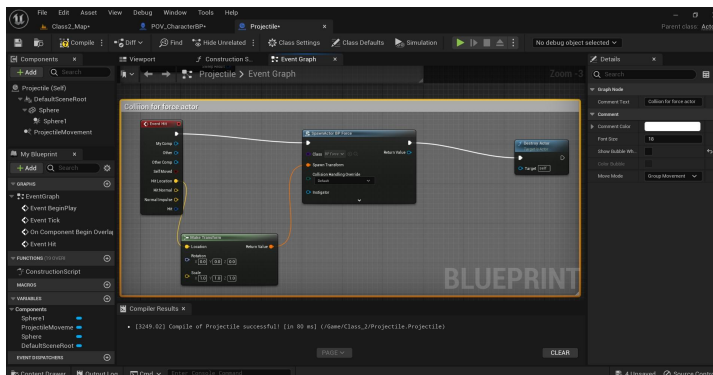
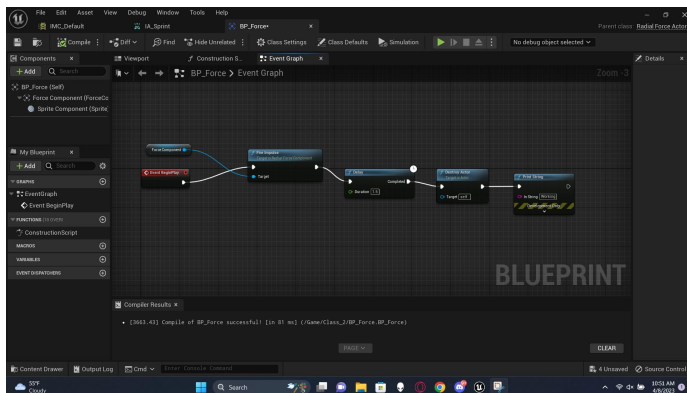
References: [\(1308\) How to Make a Rocket Jump Mechanic - UE4 - YouTube](#)

Overview- This session was meant for me to make a prototype of some of the mechanics I have been working on as well as some new mechanics that I wanted to implement

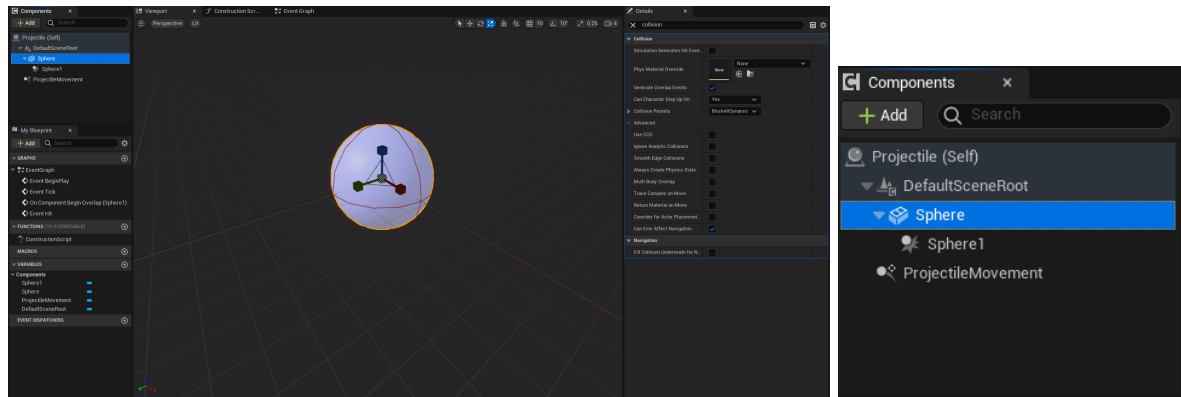
Youtube Video- <https://youtu.be/BdRnYcrwctc>

DevLog

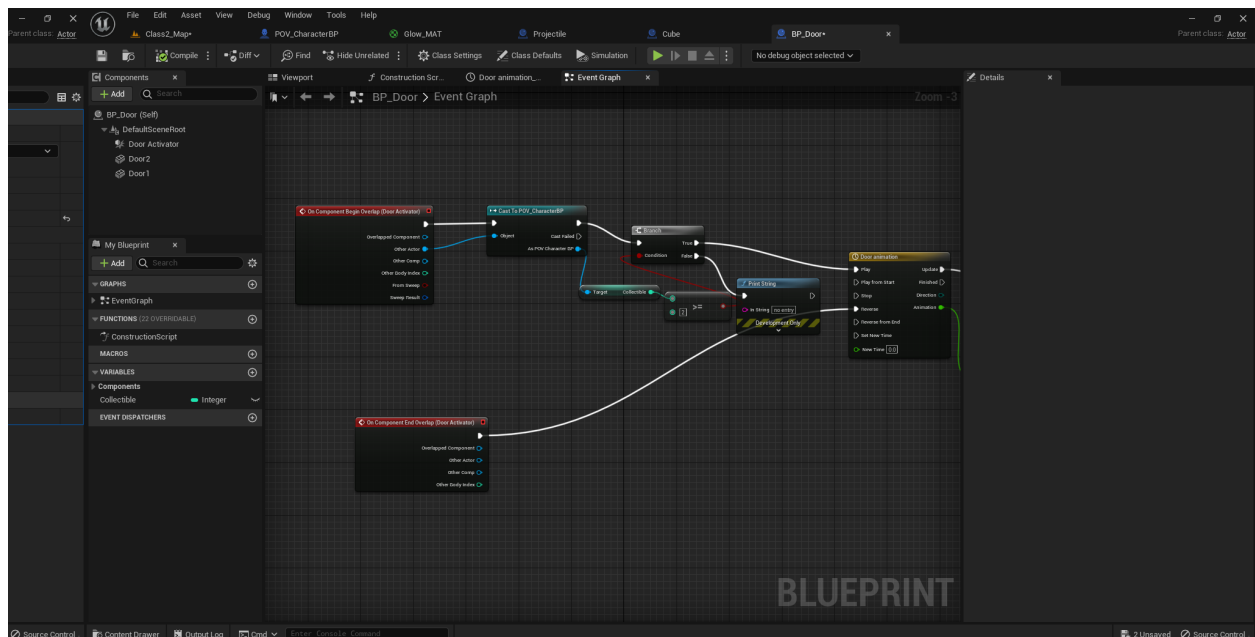
Problem 1: The first major problem of the day was getting the rocket jump to work. After following a quick tutorial I figured out some ways of implementing a rocket jump by using a radial force blueprint class which basically allows you to apply knock back like I wanted. During testing though I had a hard time figuring out how to get it to spawn once it hit an object.



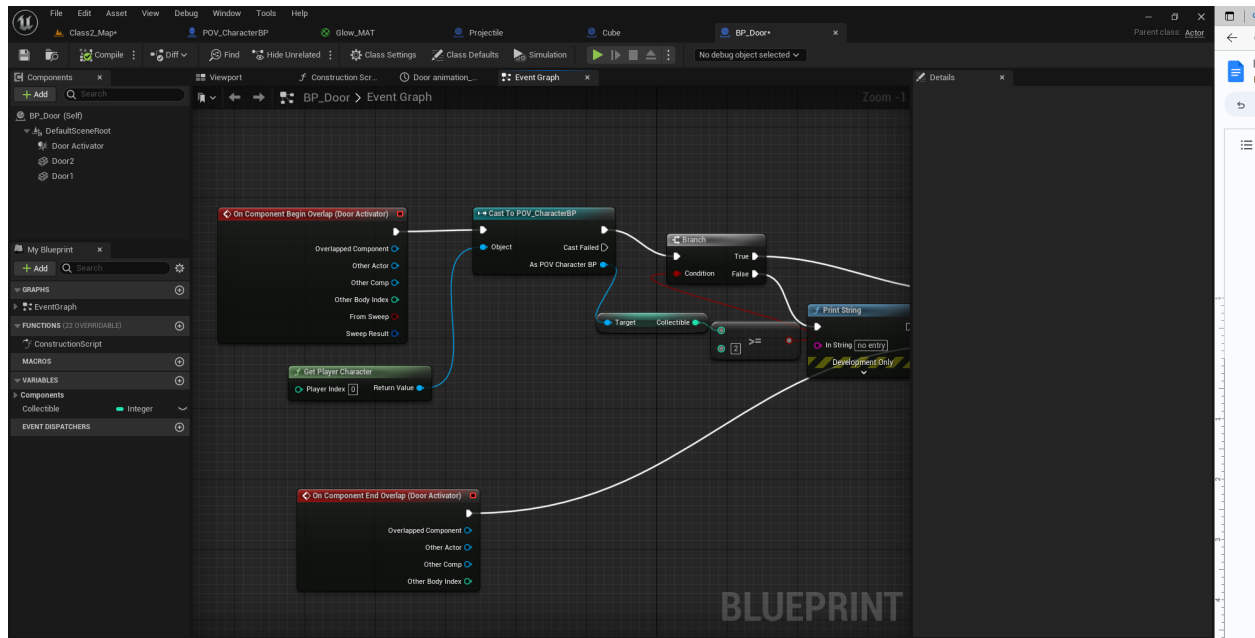
Solution: After trying to figure out why my projectile was not hitting the ground for a while I decided to try and do the rocket jump on a first person map and was successful at implementing this. I decided to go through the collision information in the first person and see if there were any differences between my projectile and the default projectile. I figured out that for some reason the default scene root was causing the issue and after replacing it with the collision box the projectile was finally colliding with objects.



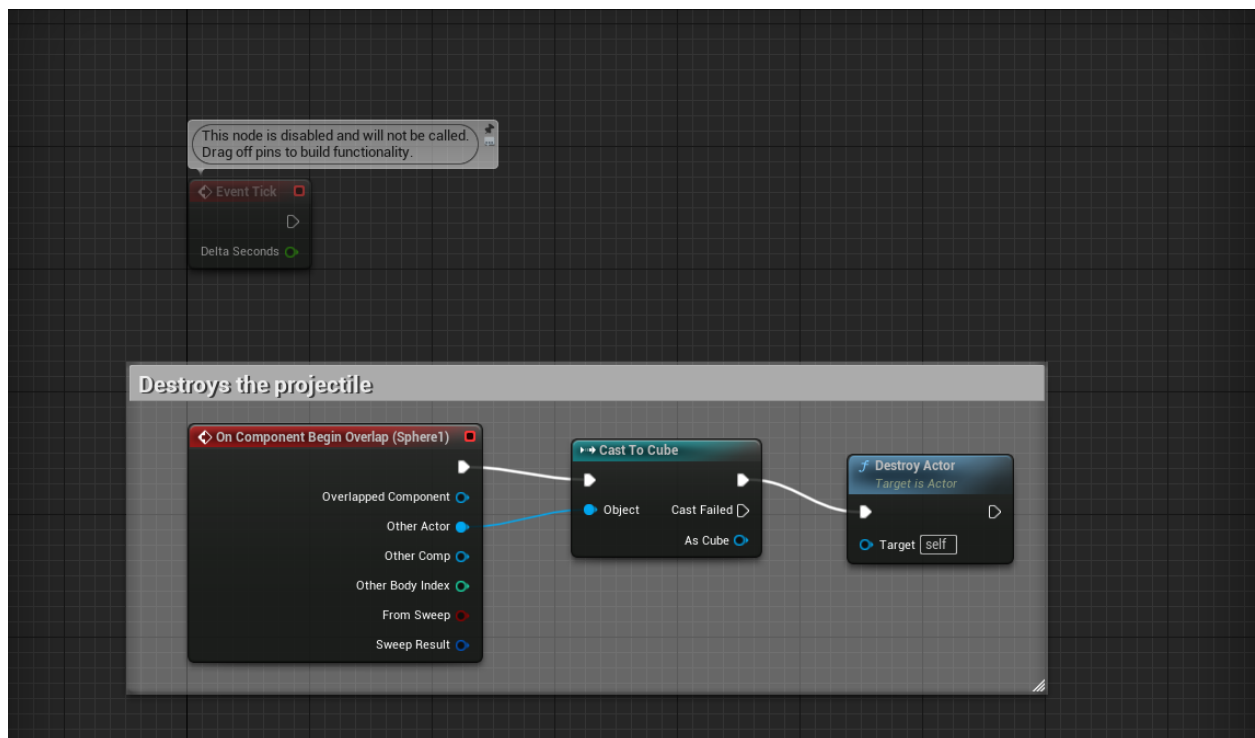
Problem 2: The second issue came while trying to set up the door and collectible system. I was having lots of issues getting it so when the collectible value ≥ 2 the door would open. I copied what I did during class into my main file but when going towards the door it would not say anything which is weird because it is supposed to say “no entry”. Even once I got all the collectibles it would not open but when walking away from the door it would say open but would not open.



Solution 2: The solution to this was that I needed to use the “Get Player Character” node rather than hooking the “Cast to POV_CharacterBP” back into other actor as the collectible point is in the player character blueprint.



Problem 3: After changing and getting rid of the default root I had issues with my health system not making the health go down and it was also hard to change the size of my projectile.



Solution 3: A solution I figured out was to add a delay onto the object before it is destroyed which allows the projectile hitbox to connect with the box hitbox allowing for the enemy to take damage.

