What went well for you during this sprint?

During this sprint, I was able to successfully implement each mechanic and build my problem-solving skills with blueprints. I was able to make multiple iterations on this mechanic and improve each small detail that I found. The first iteration would toggle to hide the static mesh and I thought this made the transitions too abrupt and harsh. To fix this issue I made a translucent material and used a scalar parameter (Opacity Amount) to control the Opacity. This iteration was good but still had too much of an abrupt ending, so I decided to add a blink to the tiles as well. This looked and felt good, so now I just worked with the timing checking to see if it was best to allow for player input during the flashing and how long the tiles should appear. I concluded that 5 seconds was a sufficient amount of time to show the tiles and that allowing players to move while it's flashing will help reduce the need for many reveal uses in each level. After this iteration, I noticed that the tiles flashing were too two-dimensional and didn't allow good differentiation between the pathway tiles and the bottom of the pits. This final iteration I made gave all tiles another plane beneath them with a lava material on them. I also turned the floor plane into a cube so it looked more like the player was suspended above lava on a rock pillar rather than floating on a plane. This helped the overall aesthetic and being able to make multiple iterations to this mechanic allowed for a more sound mechanic overall.

What did not go well and could have been improved?

Though implementing the Reveal the Way mechanic was quite easy for me and I was able to make multiple iterations, I ran into a lot of issues with the interactable ball. When I added the reset pit tile I needed to add new ways for the ball mechanic to track which tile is needed to go to and when. Before the ball would check for which tiles were enterable but since the reset pit tile was enterable we needed to check for this and make sure the ball wasn't pushed to the edge the first time, the second time would push to the edge, then the final push would push the ball into the reset pit. I spent a lot of time trying to fix the issues that I had with the ball not functioning properly. Nearing the end of the sprint I noticed a lot of the issues I was running into with the ball interactable stemmed from variables not being set properly. At first, I wasn't efficiently figuring out these issues, instead, I would script around the issues trying to solve them. Nearing the end of the sprint I used more breakpoints to identify the problem areas and better solve issues that I had.

What will you commit to improving for the future?

In the future, I plan on using more breakpoints to identify and solve problems early on instead of just scripting workarounds for errors that I run into. This will help me become a more efficient problem solver and become more reliable in my scripting abilities. Not only will utilizing breakpoints help my scripting abilities, but this will also help me figure out better ways to structure my blueprints and better ways to manage my variables.