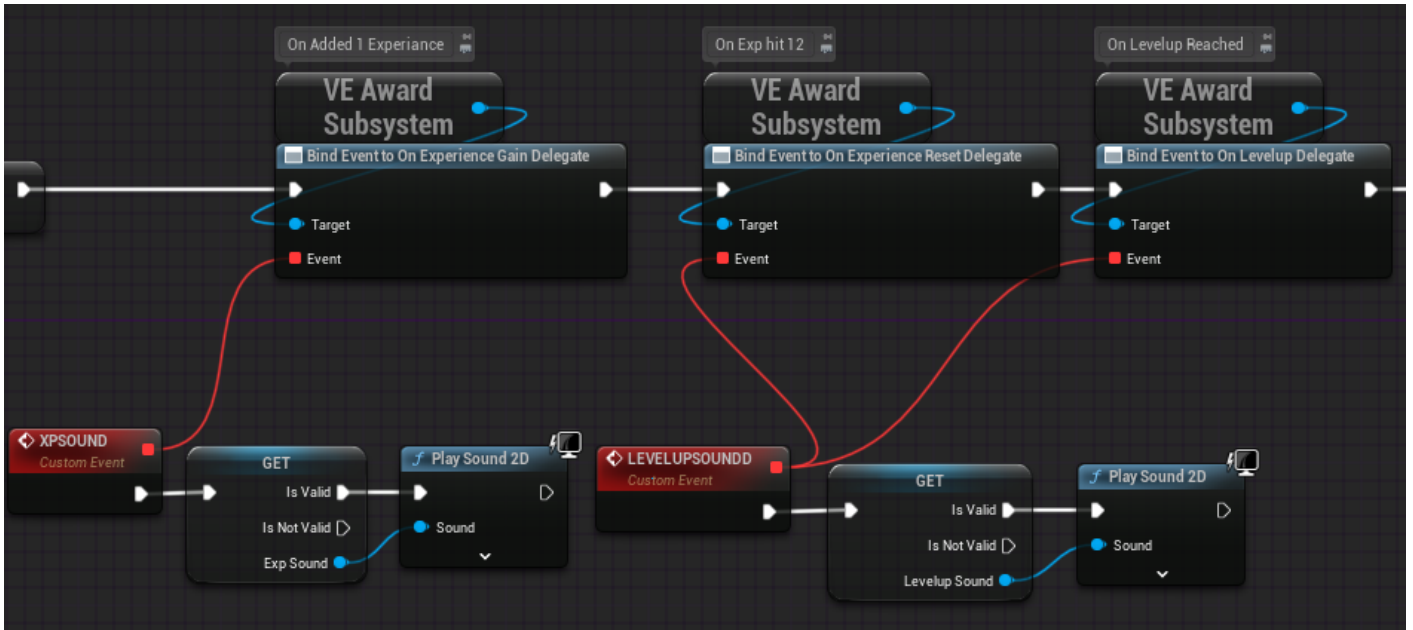


Cursor Player

How the player works with and stores the Levels/Experience

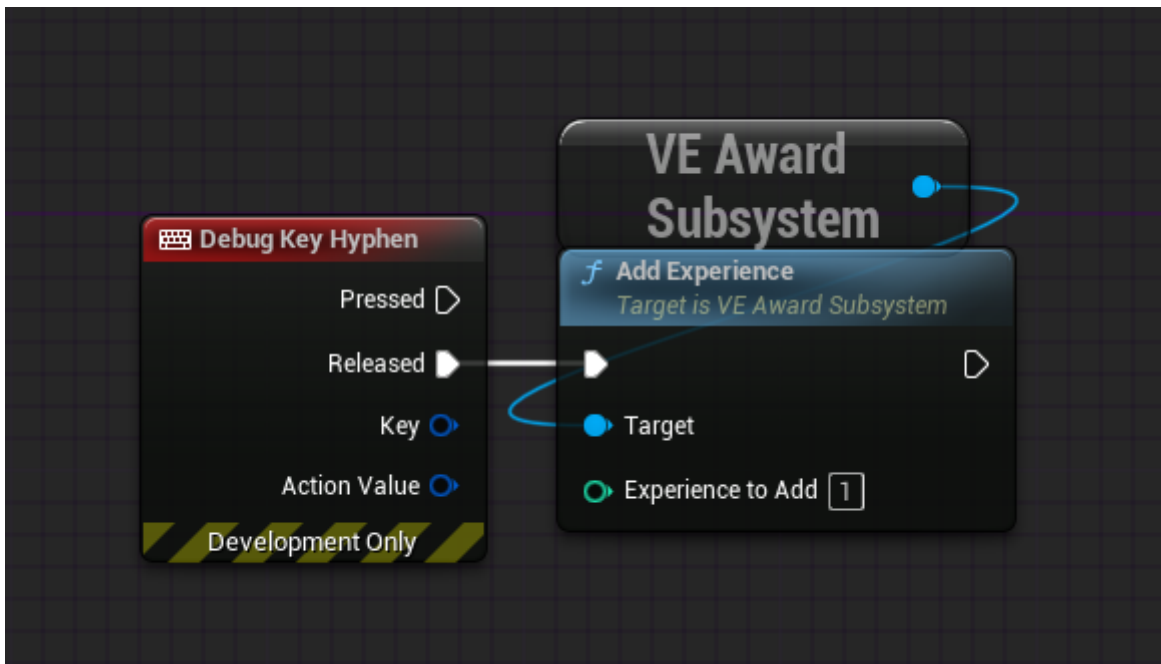
- Playing Exp and Levelup sounds
- Add Experience Debug Key

Playing Exp and Levelup sounds



On begin play the player binds to the events on the Award Subsystem and plays the sounds when called

Add Experience Debug Key



The player has a debug key for giving yourself a xp point when you press "-"