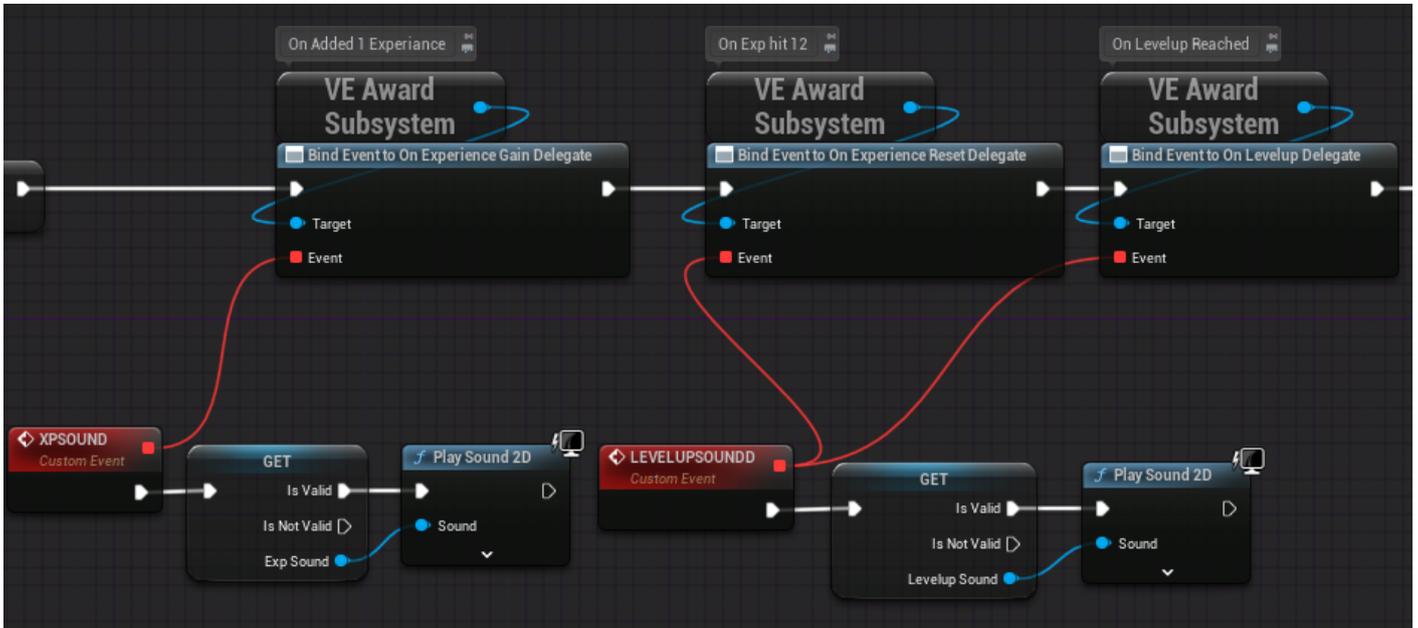


# Cursor Player

How the player works with and stores the Levels/Experience

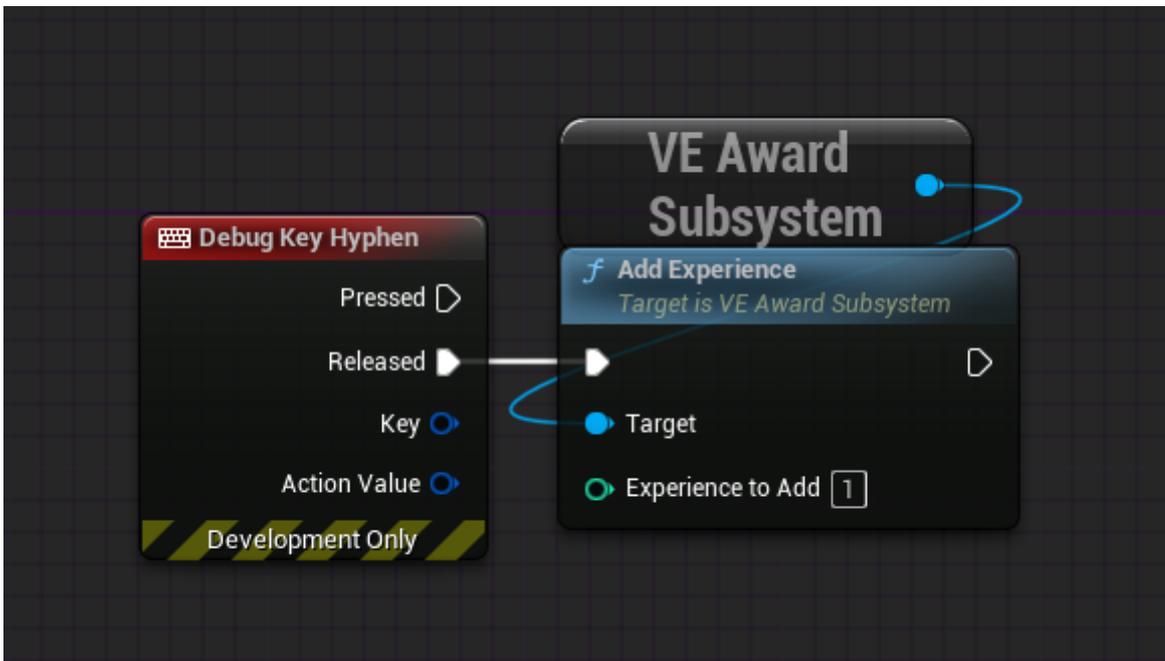
- Playing Exp and Levelup sounds
- Add Experience Debug Key

# 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 "-"