

Adding Experience

```
void UVE_AwardSubsystem::AddExperience(int ExperienceToAdd)
{
    PendingExperience += ExperienceToAdd;
}
```

```
bool UVE_AwardSubsystem::ExperienceCheck()
{
    float FLevel = 12 * floor(Level - 1 / 10) + 12;

    if (Experience >= FLevel)
    {
        return true;
    }
    else
    {
        return false;
    }
}
```

```
void UVE_AwardSubsystem::Tick(float DeltaTime)
{
    Super::Tick(DeltaTime);
    if (Paused) { return; }
    TimeSinceLastTick += DeltaTime;

    if (TimeSinceLastTick >= TickInterval)
    {
        if (PendingExperience > 0){
            Experience += 1;
            PendingExperience -= 1;
            AddedExperience += 1;
            if (ExperienceCheck()) {
                Experience = 0;
                Levelup();
            }
            if(AddedExperience == 12) {
                TickInterval = 1.1f; //Delay experience gain when leveling up
                AddedExperience = 0;
                OnExperienceResetDelegate.Broadcast();
            }
            else {
                TickInterval = 0.3f; //Reset tick interval so Experience can be gained at a normal rate
                OnExperienceGainDelegate.Broadcast();
            }
        }

        TimeSinceLastTick = 0.0f;
    }
}
```

The add experience function adds experience to the pending experience variable, the tick then moves one point at a time to the experience variable leveling up along the way, every 12 the clock will need to reset

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