

Spike: 20**Title:** Collision**Author:** Steven Efthimiadis, 1627406**Goals / deliverables:**

The goal is when an Object collides with another. Change the Material of it

To create this spike, you require:

- Material Editing
- Collisions
- Blueprints

Technologies, Tools, and Resources used:

List of information needed by someone trying to reproduce this work

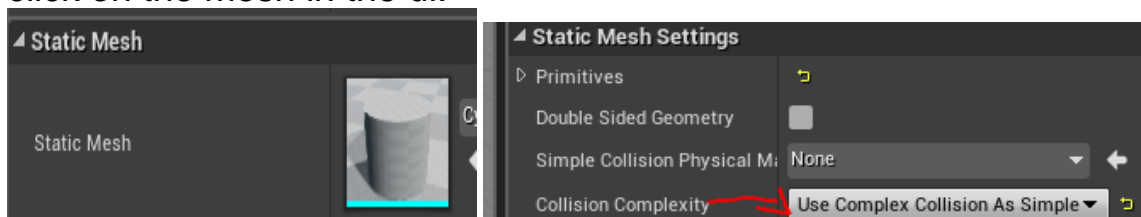
- Materials
 - <https://docs.unrealengine.com/latest/INT/Engine/Rendering/Materials/>
- Collisions
 - <https://docs.unrealengine.com/latest/INT/Engine/Physics/Collision/>

Tasks undertaken:

- Add a couple of Actors (Shapes are good)
- Create a few materials
- Add to the project
- Create the blueprints

What we found out:

- You can either the collision to be what type you want you want if you click on the mesh in the ui.

**Open issues/ risks:**

- Trying to change the material on collision was harder than expected. If you have any trouble, there are a few pictures of who you should look at it

