

Spike: 18

Title: Input Handling

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Goals / deliverables:

The goal is reconfiguring the input on the keyboard to an inverted style and print a message when you press the keys.

To create this spike, you require:

- Input Handling
- Understanding of input conventions
- Use of the blueprints

Technologies, Tools, and Resources used:

List of information needed by someone trying to reproduce this work

- Unreal input handler
 - <https://docs.unrealengine.com/latest/INT/Gameplay/Input/>

Tasks undertaken:

- Create a new project with the FPS template
- Edit the input handler
- Edit the blueprint to print a message