

Spike: 18**Title:** Input Handling**Author:** Steven Efthimiadis, 1627406**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

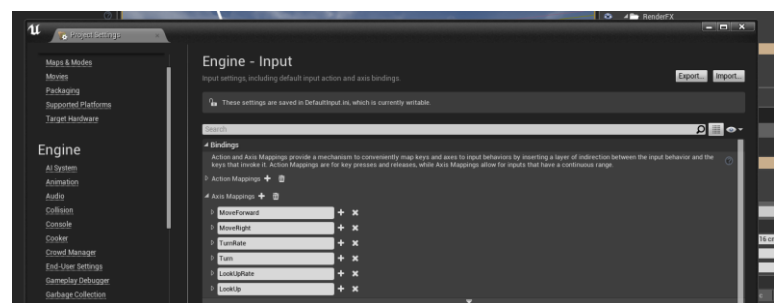
Technologies, Tools, and Resources used:

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

**What we found out:**

- For each input axis. There is a positive and negative value so you don't have to keep creating unnecessary axis