

Gui Independent Study

Devon Roland

Project One: Call Of the Wild

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Goal

This Gui was created to create main elements including a list-based system.

This list included titles, text boxes, buttons, and images.

Bug: Added the ability to play audio but didn't add audio.

See Video: Project One

Home Screen

Welcome!

2 Paths



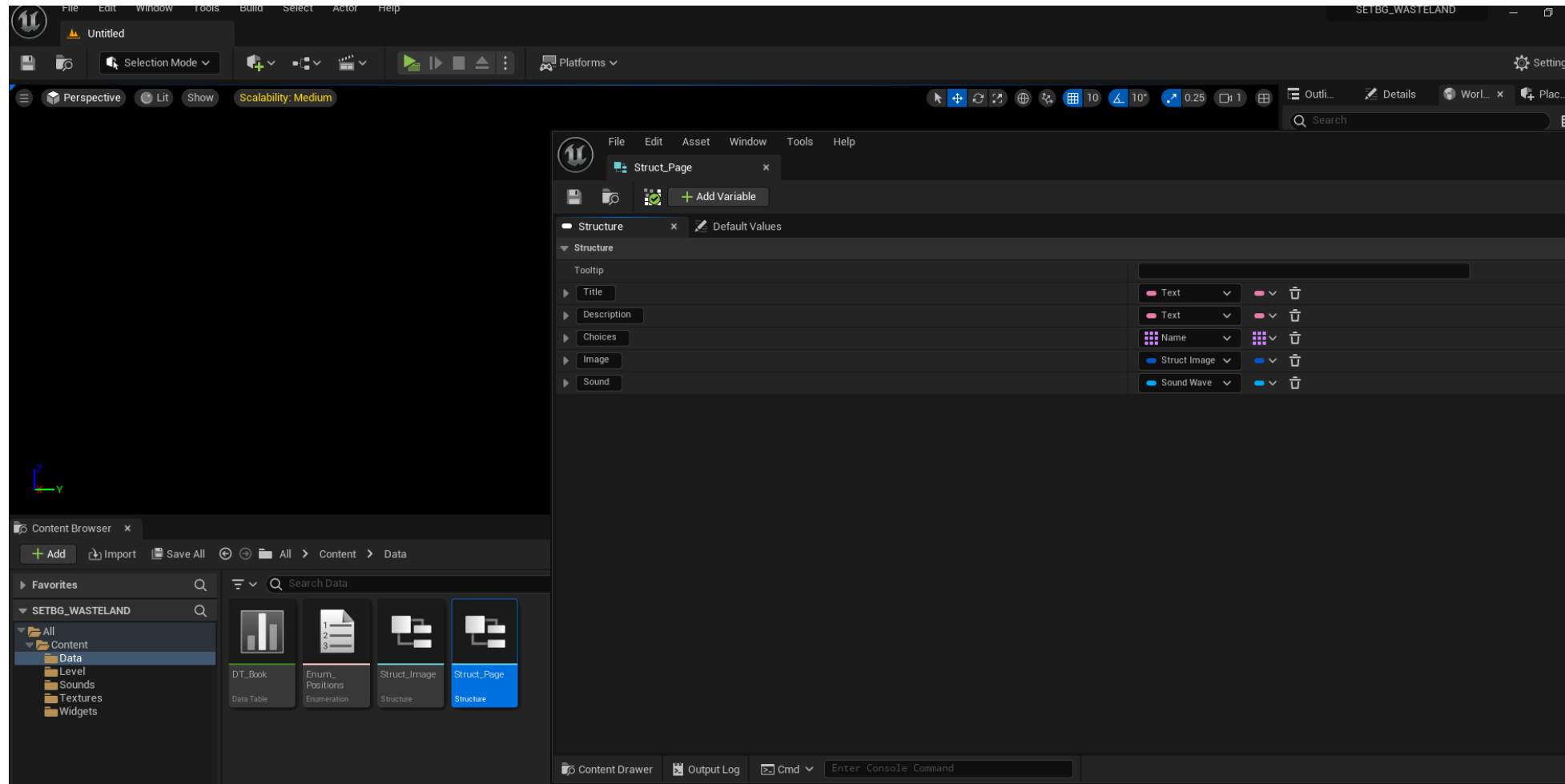
the forest

cave

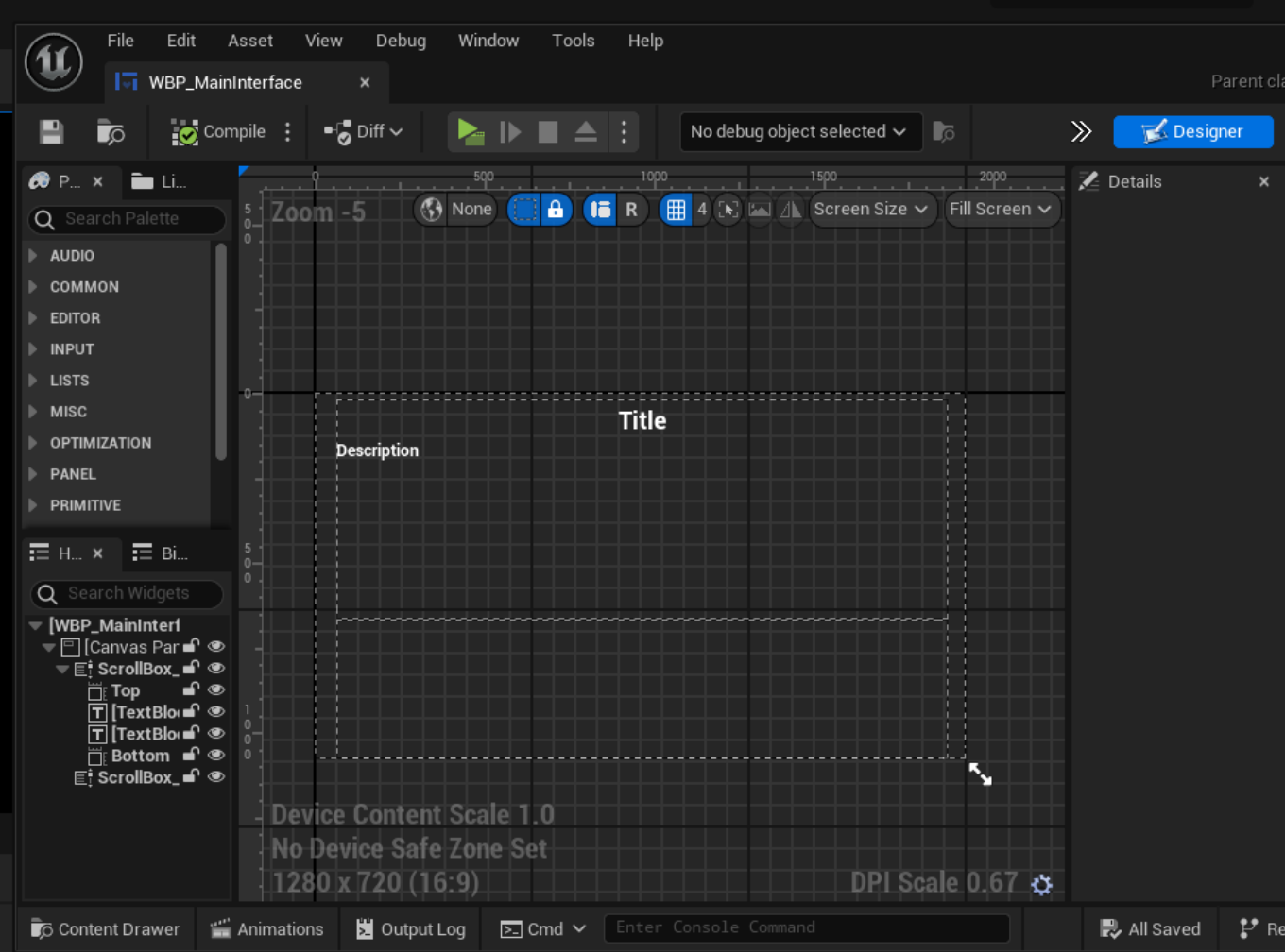
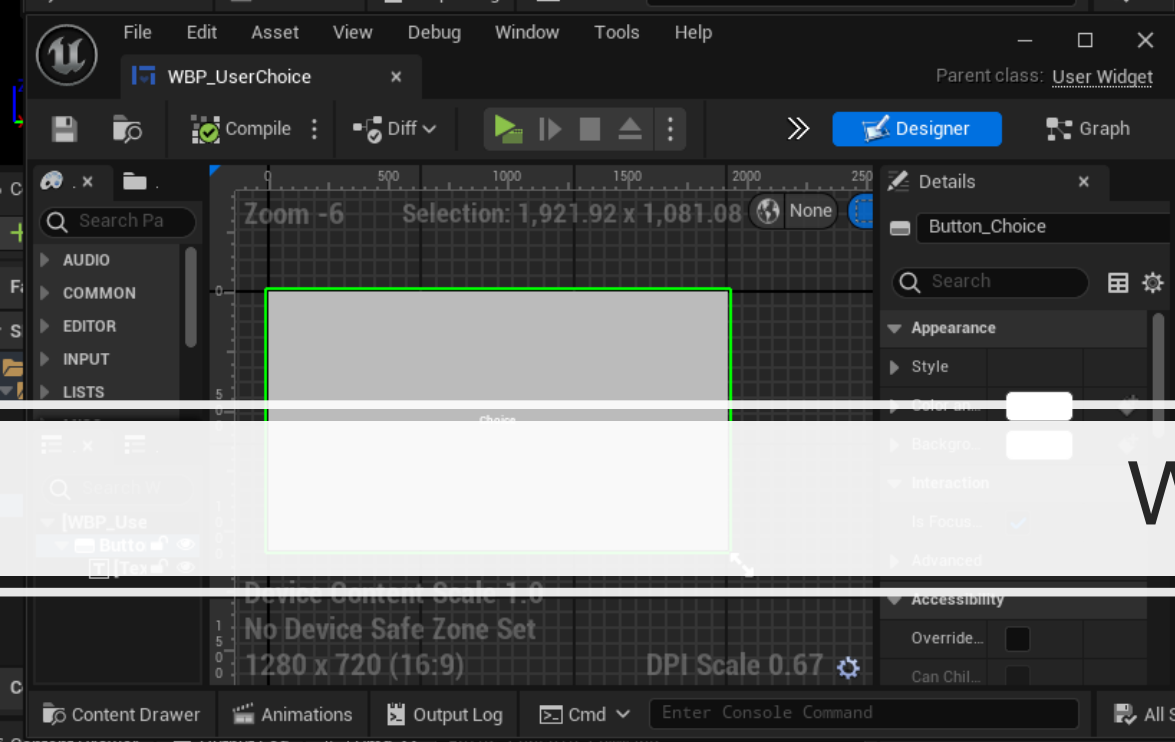
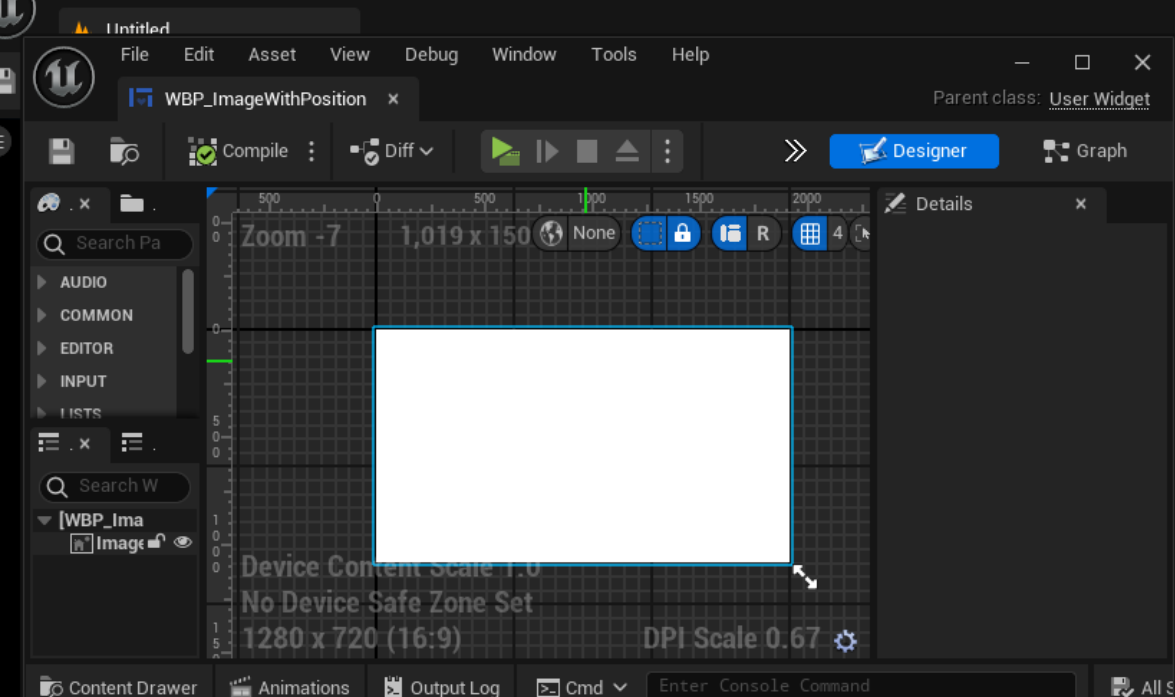
Exit Game

Scroll Box Text

Triple Digit Test



Using Data Tables, Struct's, and Enum's



Widgets

Project Two: Menu



Goals

This project's Goal was to create a basic menu screen that would also link to an additional level.

This was done with widgets and blueprints attached to those widgets.

See Video: Project Two



Play

Settings

Quit

Home Screen



WindowMode

< Windowed >

Resolution

< 1280x720 >

Graphics

< Medium >

V-Sync

< Off >

Apply

Menu

Settings Screen

Project Three: Menu Improvements and Player Hud



Goals

This project aimed to improve the previously made menu while creating a player Hud.

This was done using the same Widget method while improving it.

See Video: Project Three





Play

Settings

Quit

Flash Frost

Home Screen

WindowMode

< Windowed >

Resolution

< 1600x900 >

Graphics

< Medium >

V-Sync

< On >

Apply

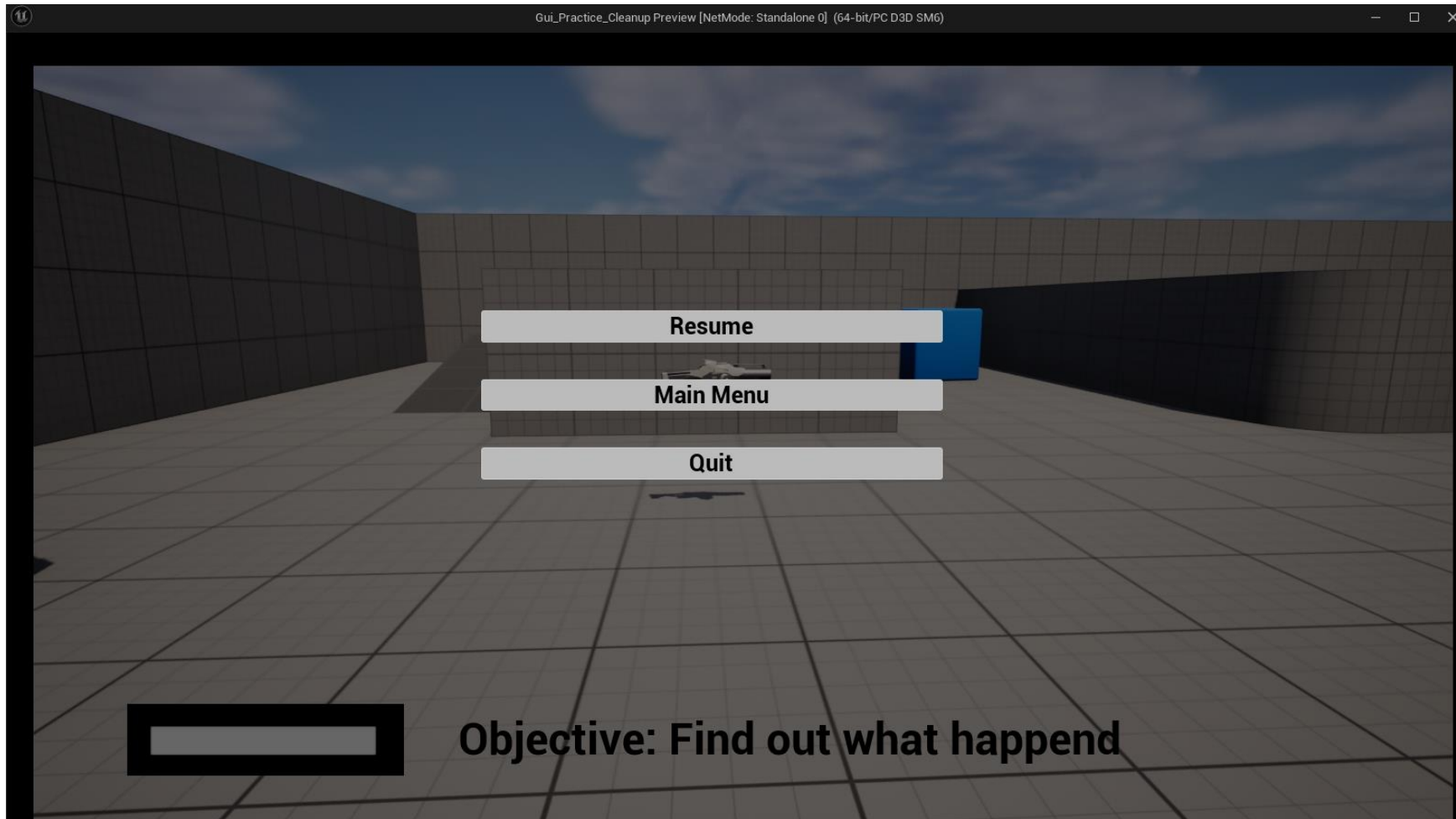
Menu

Settings Screen



Objective: Find out what happend

Hud



Pause Screen: Pressing P Pauses and it freezes time

The End

