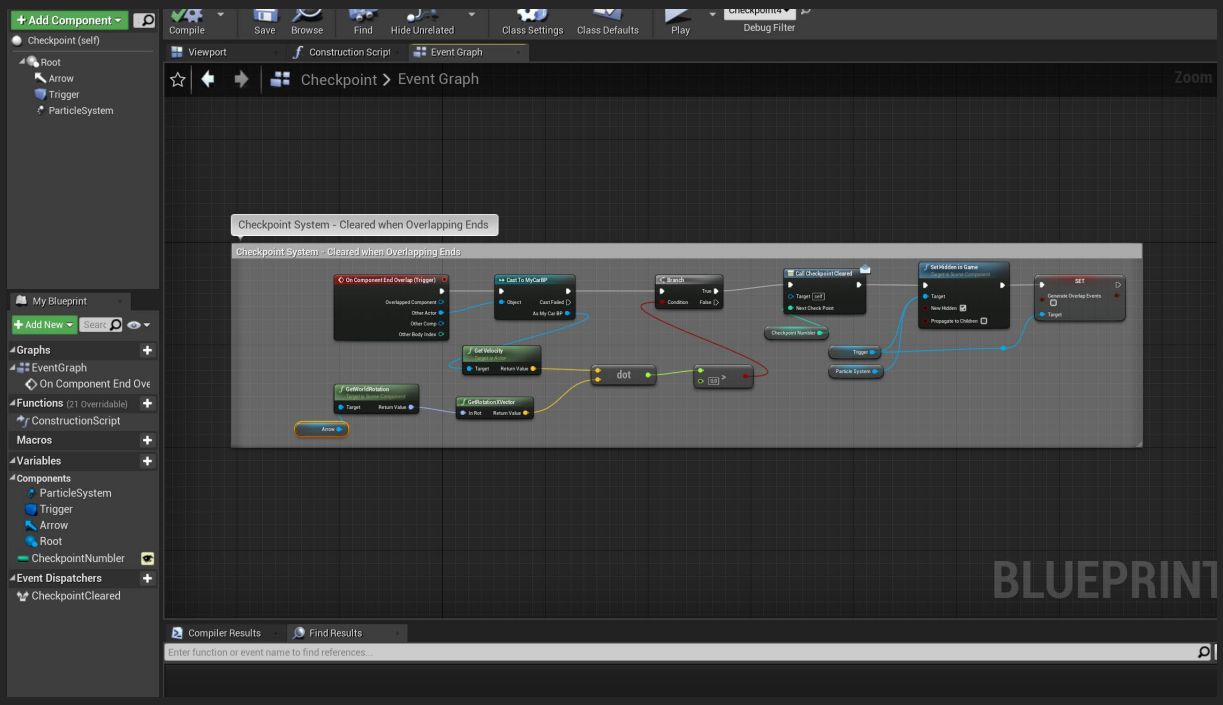
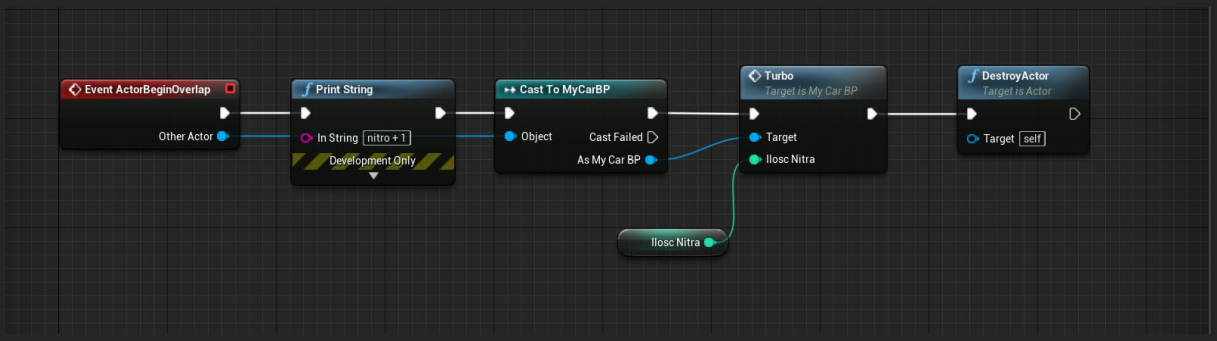
Blueprints
Racing game

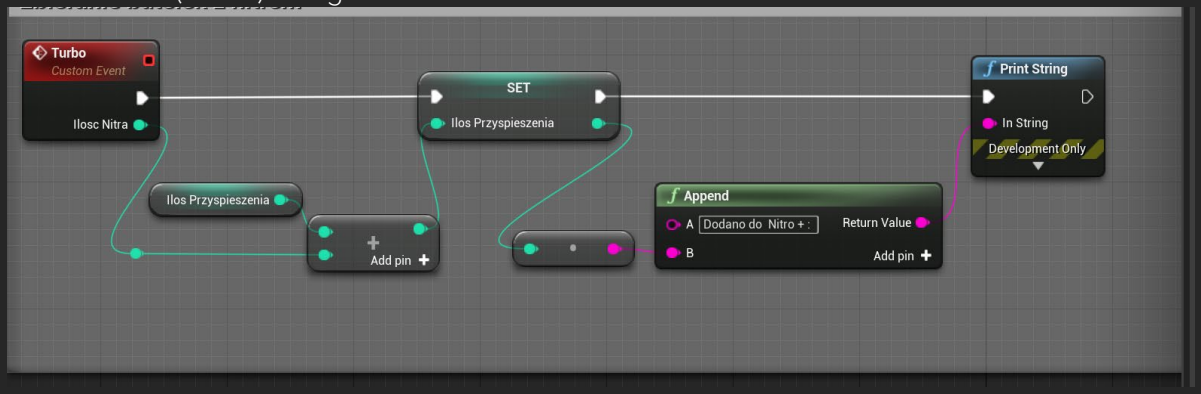
Checkpoint(Actor): Trigger with arrow allowing check, if player passed checkpoint in correct way.



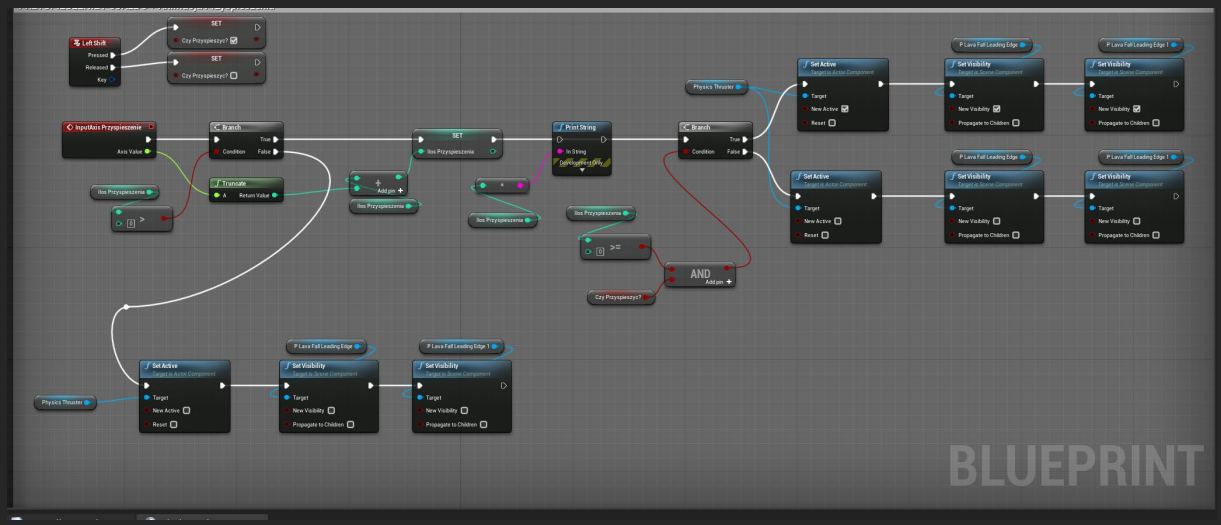
Nitro(actor): When the player overlaps this object, the script adds nitro to their car .



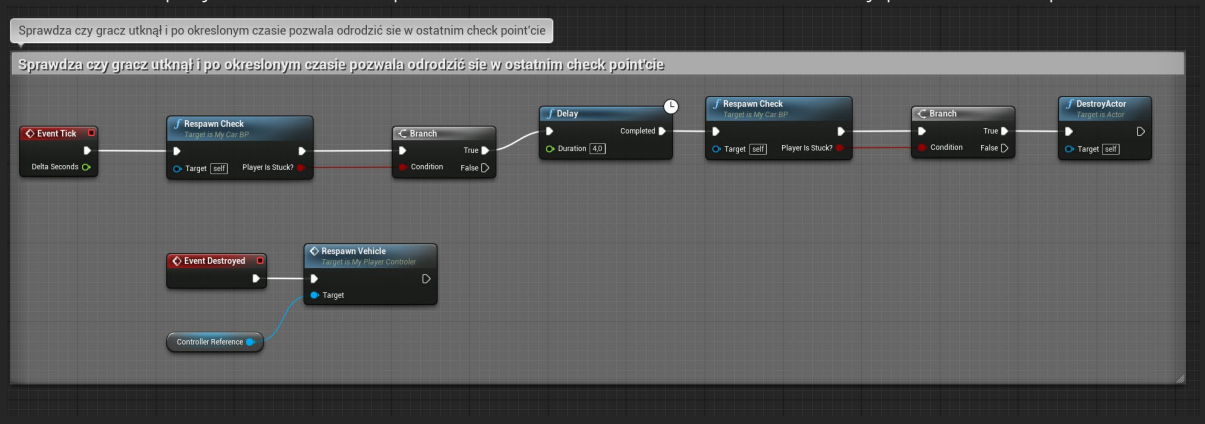
Custom Event(Turbo): Assigns a new nitro value.



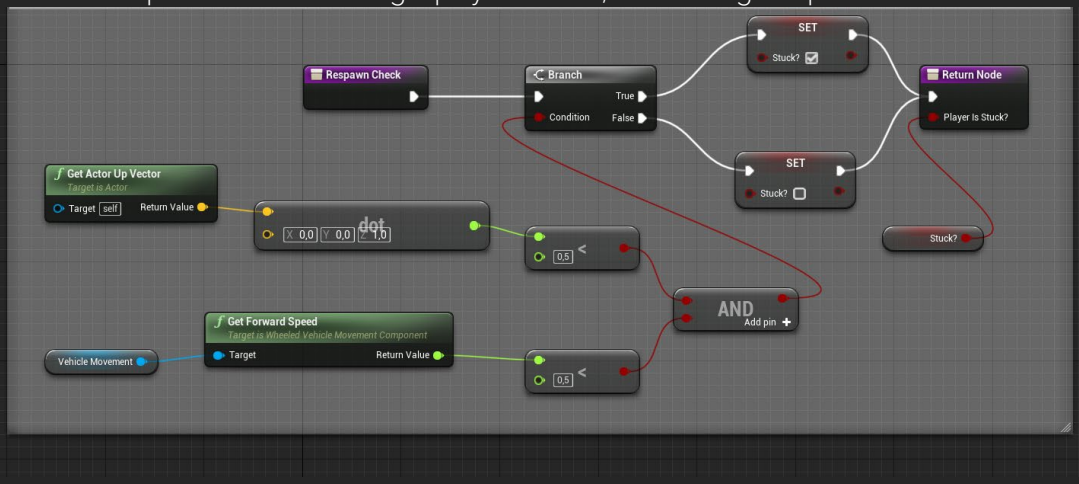
The blueprint responsible for increasing the speed of the player's car and nitro visual effects.



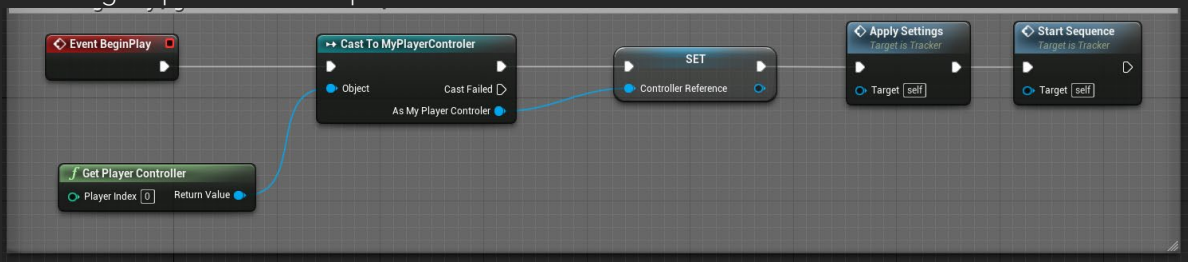
Event Tick: If player is stuck blueprint allows him to reborn in the recently passed checkpoint.

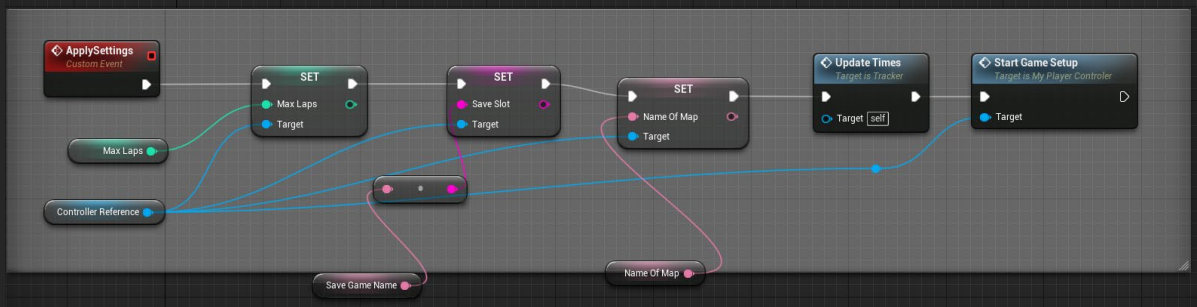


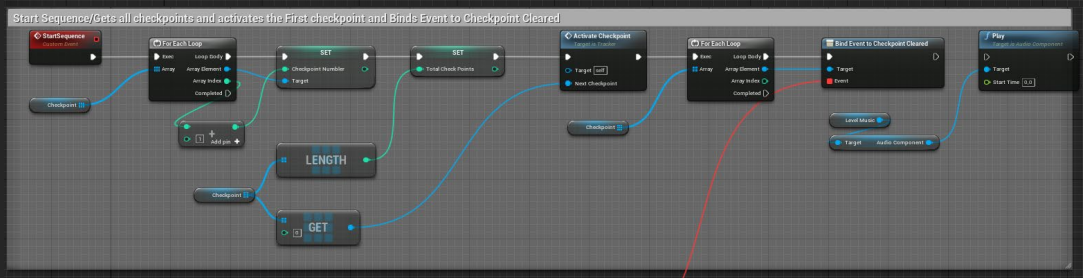
Function responsible for checking if player is stuck, not moving or upsidedown.

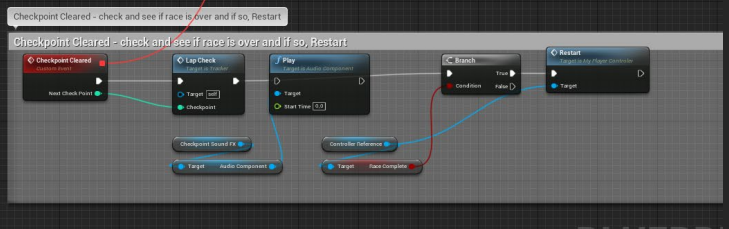


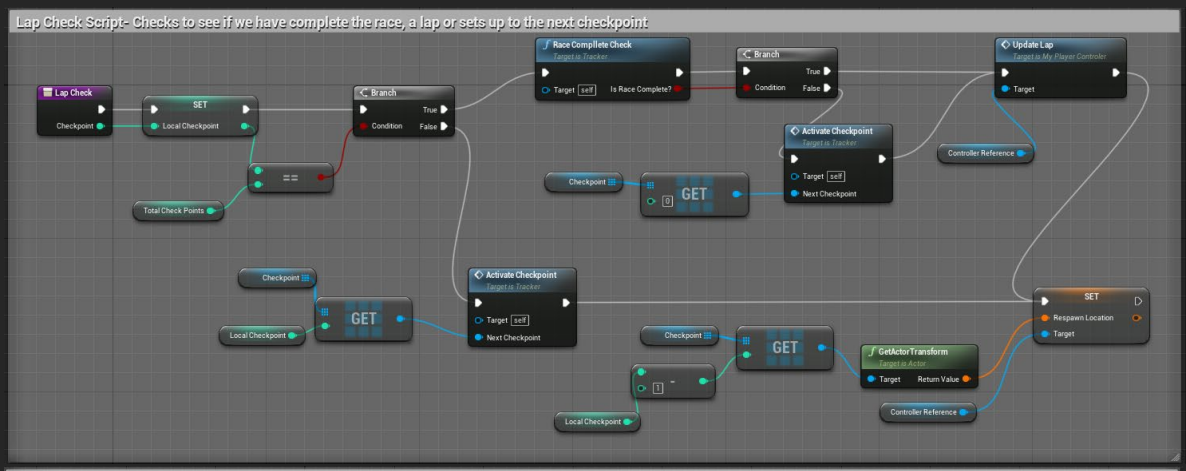
Event Begin Play: Before start of the game blueprint is applying all needed settings and activating sequence of checkpoints.

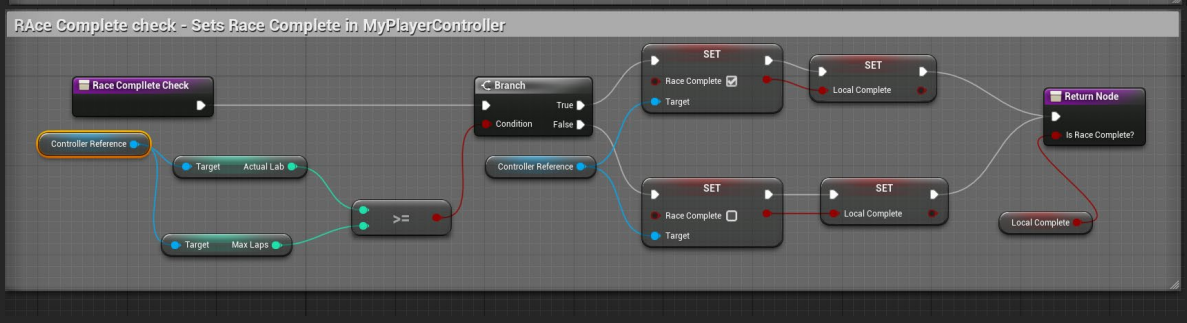




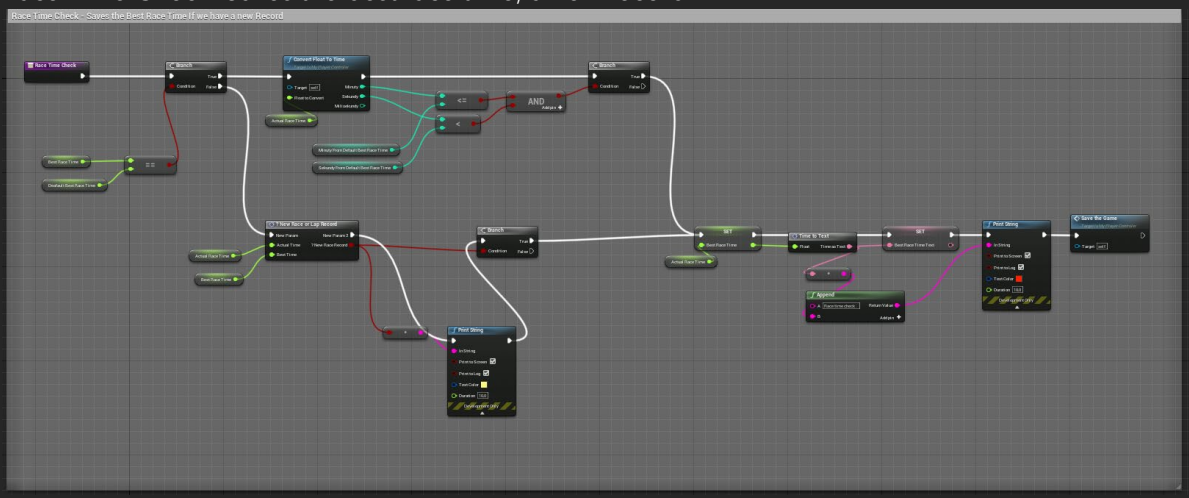




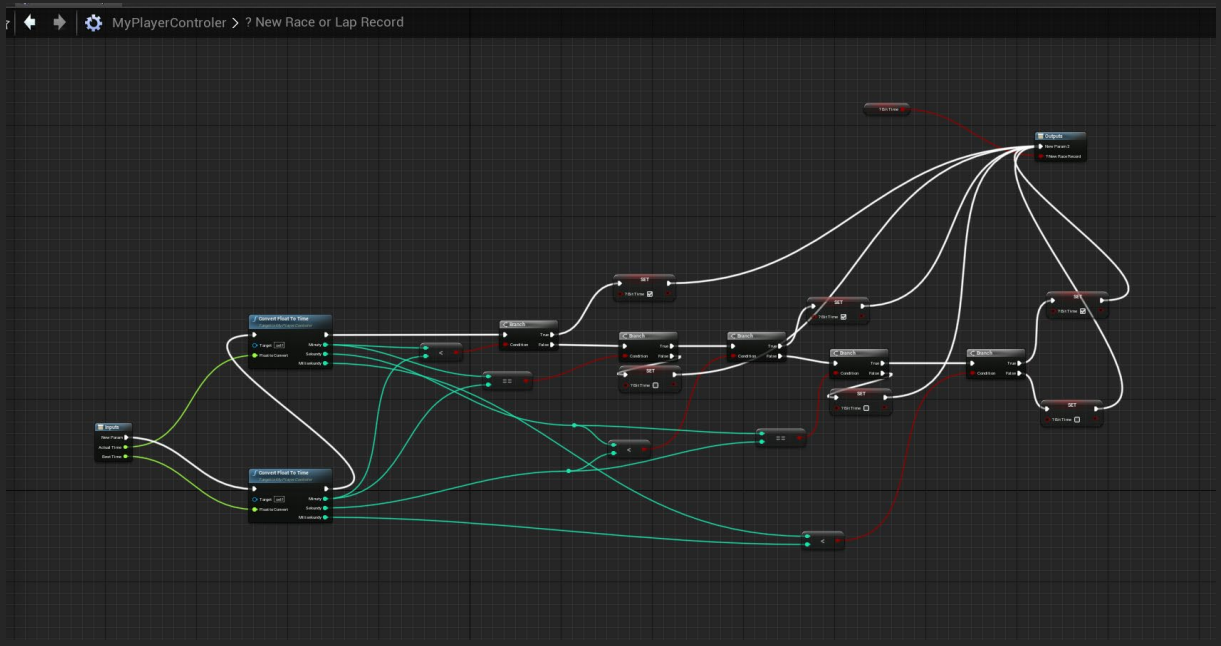




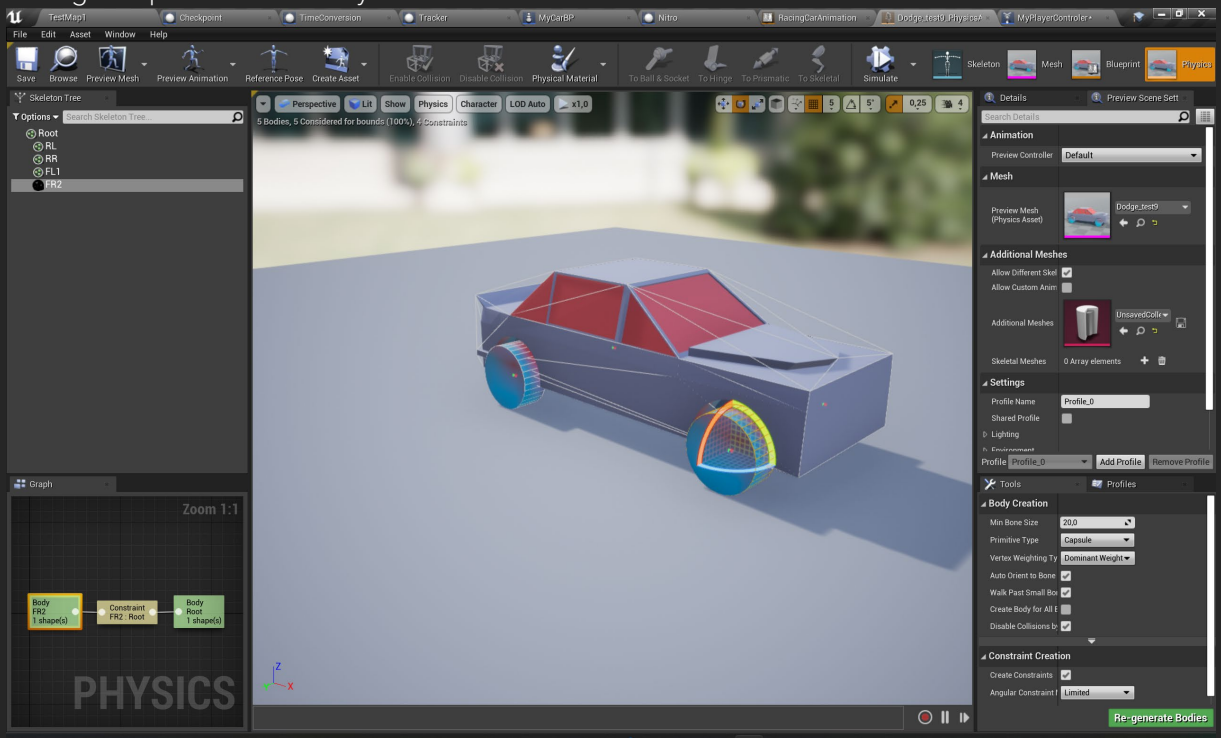
Race Time Check: Saves the best race time; a new record.



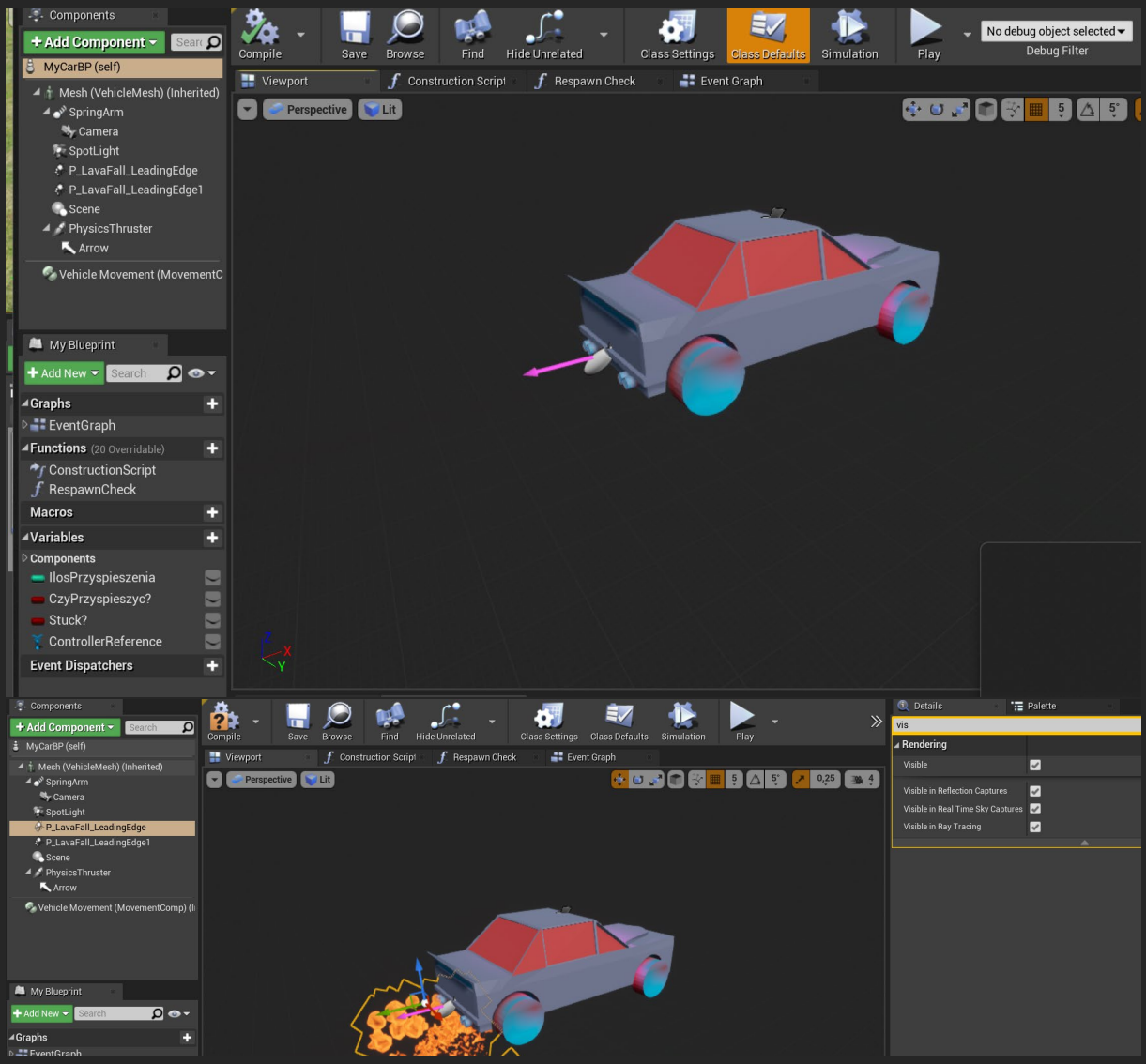
Macro :



Simple car model made by me in ***Blender*** with rigged wheels. It was created for purpose of testing blueprints functionality.

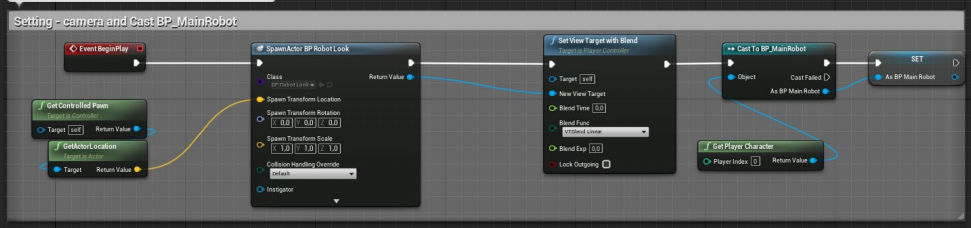


Within physiscsThruster component I made simulation of acceleration. During acceleration flames are coming out from pipes.

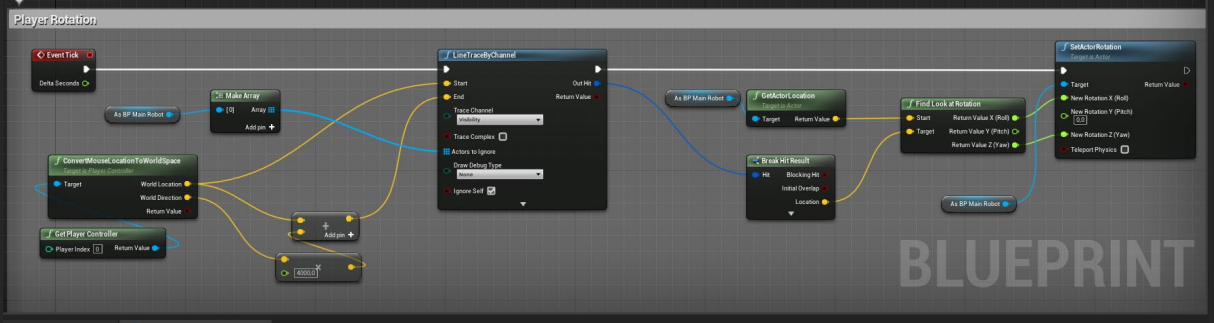


Blueprints
Topdownshooter

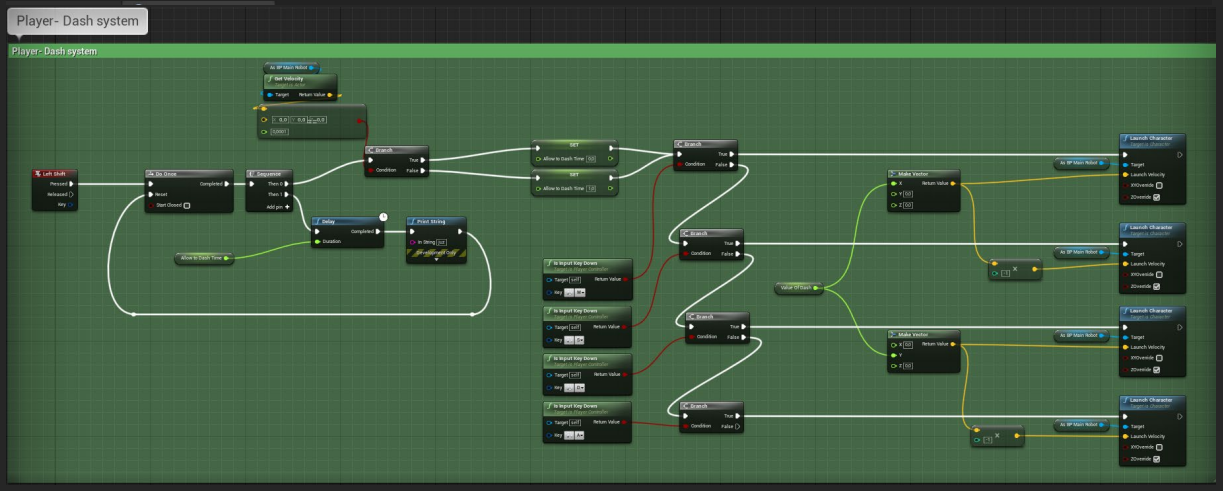
Setting - camera and Cast BP_MainRobot

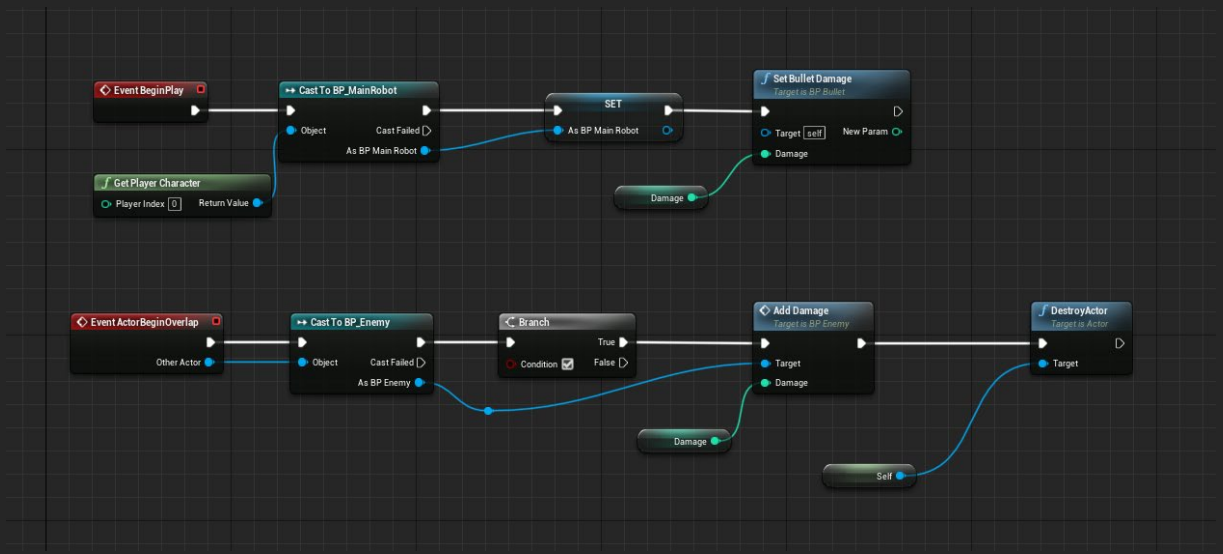


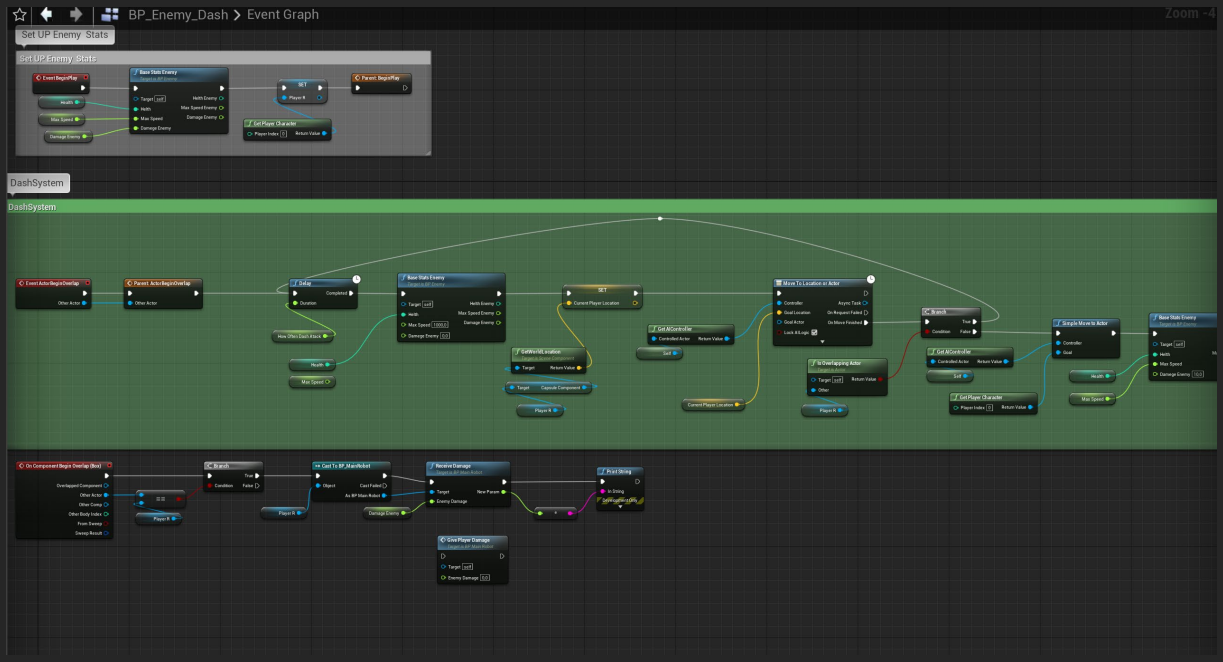
Player Rotation



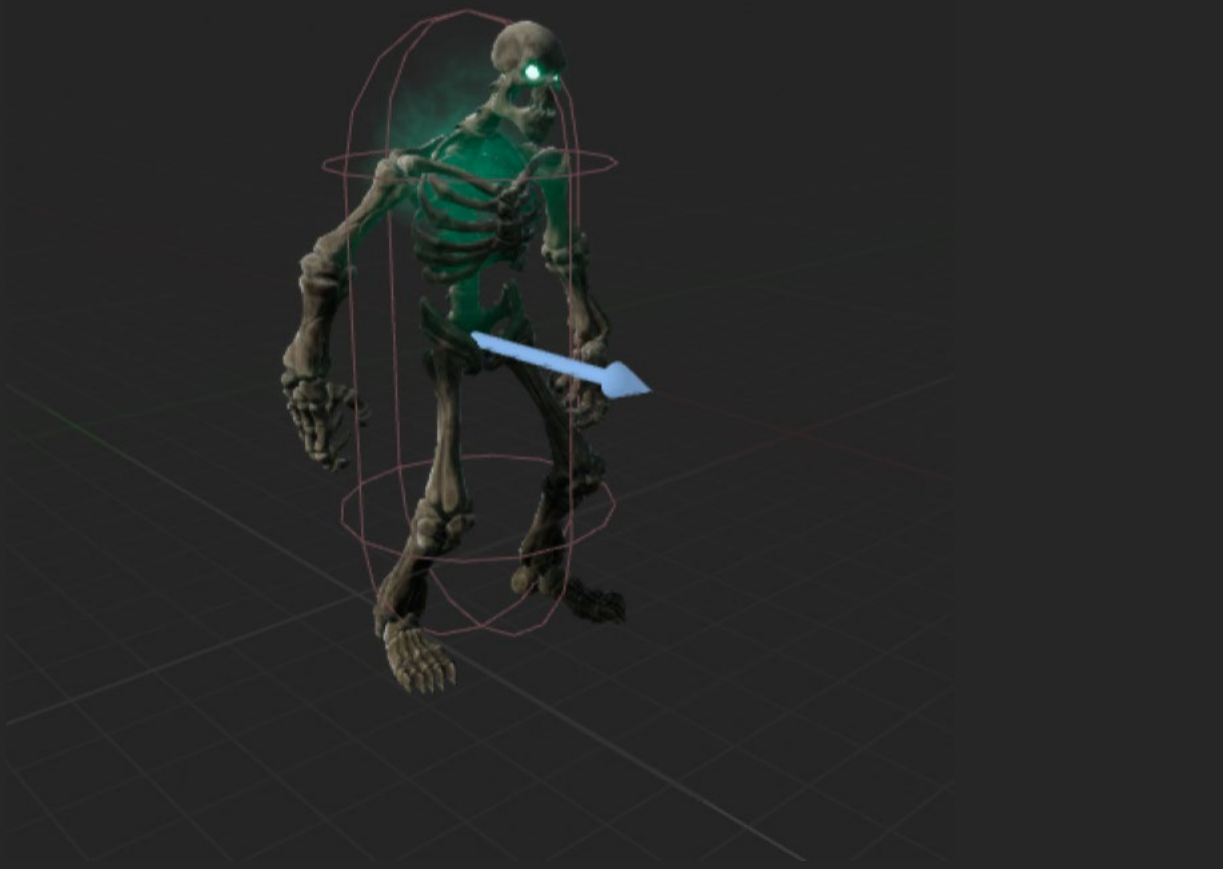
Player- Dash system



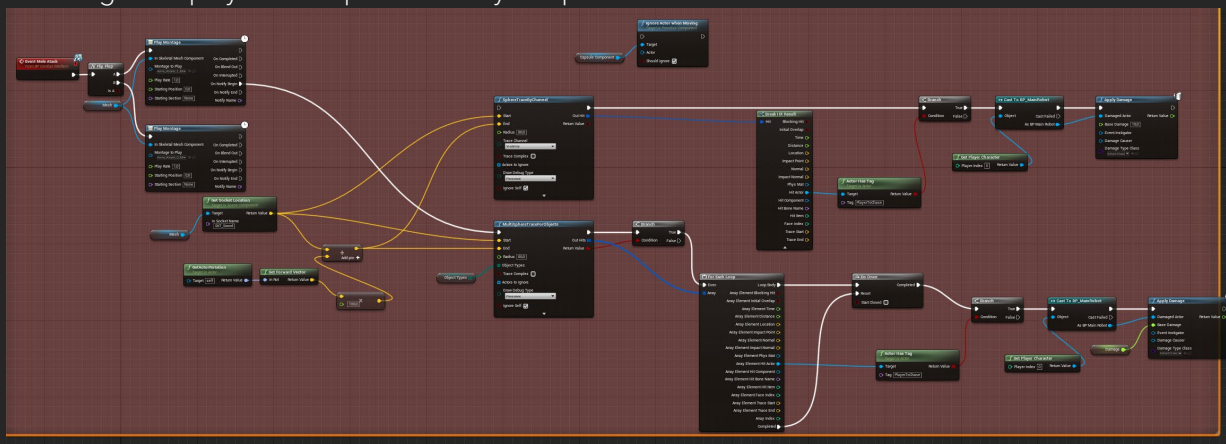


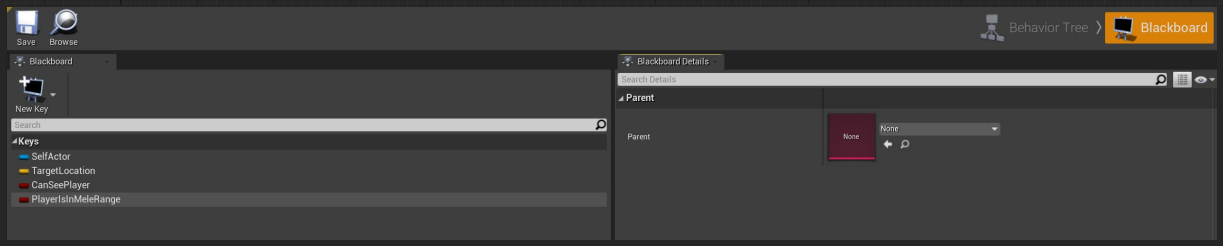


Another 3 enemy (asset from EPIC Games Marketplace), made with using Blackbord i BehaviorTree.

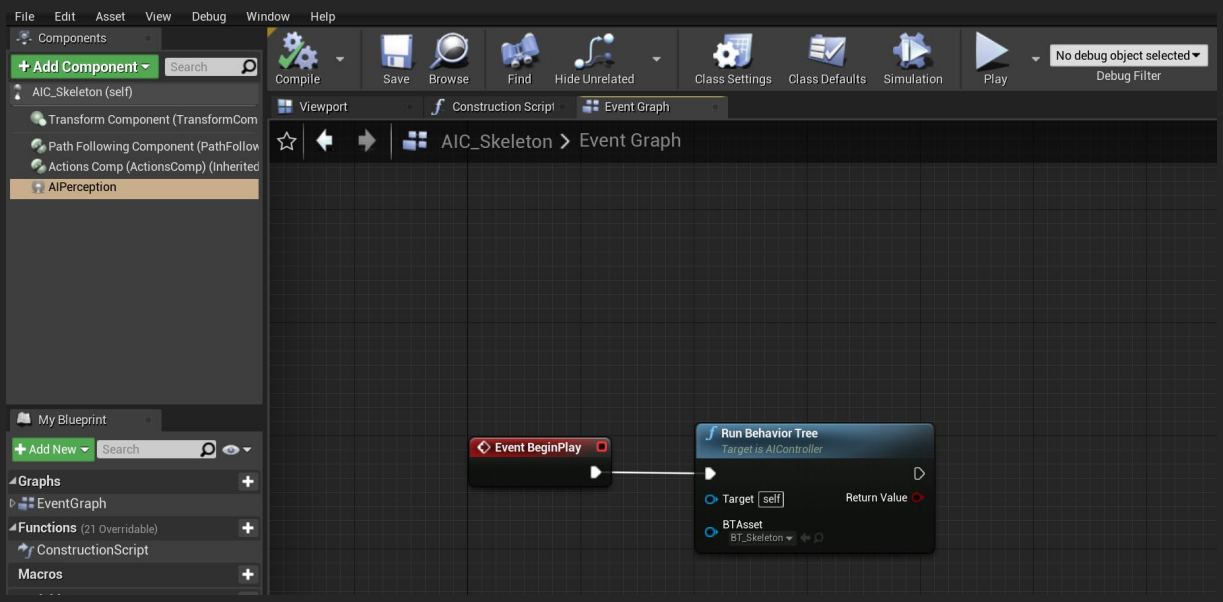


Event Mele Attack: When the enemy is near the player the blueprint is activated: it starts 2 animations one by one using PlayMontageNotify. At that moment it activates trigger sphere which is checking if the player overlaps the enemy weapon.

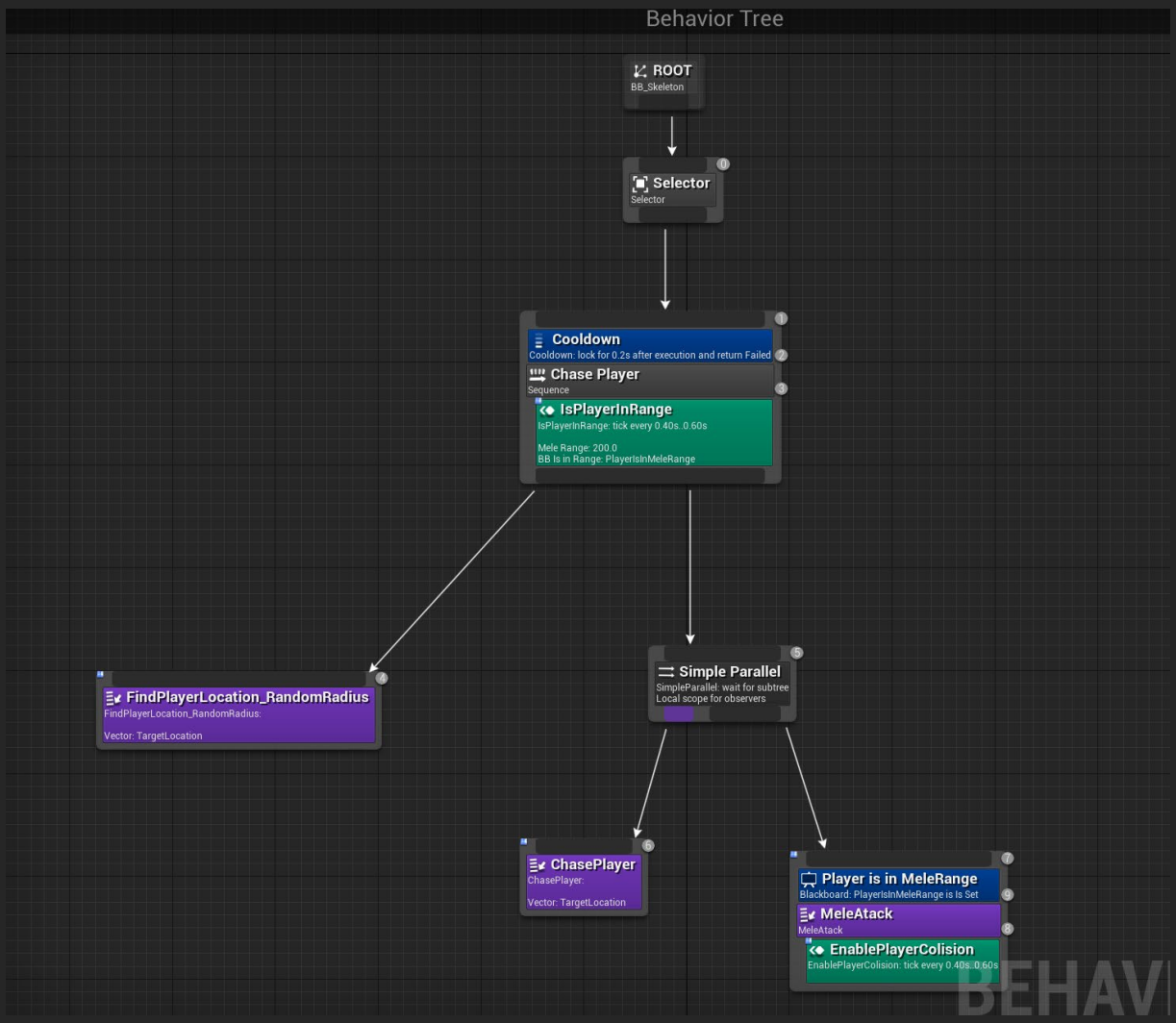




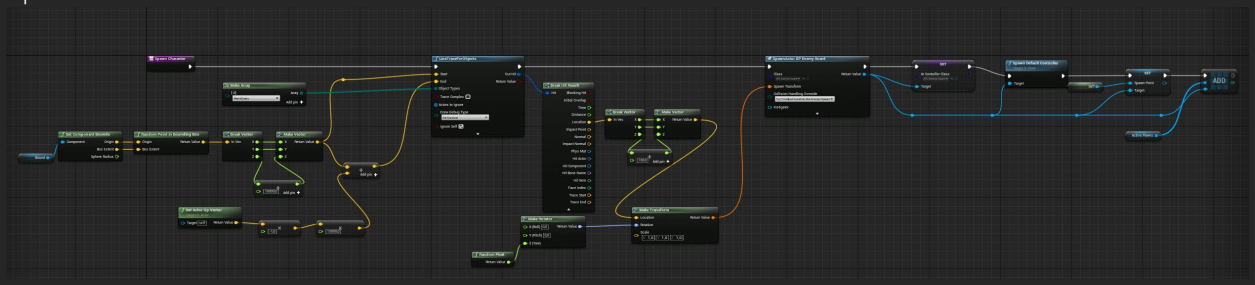
AiController:



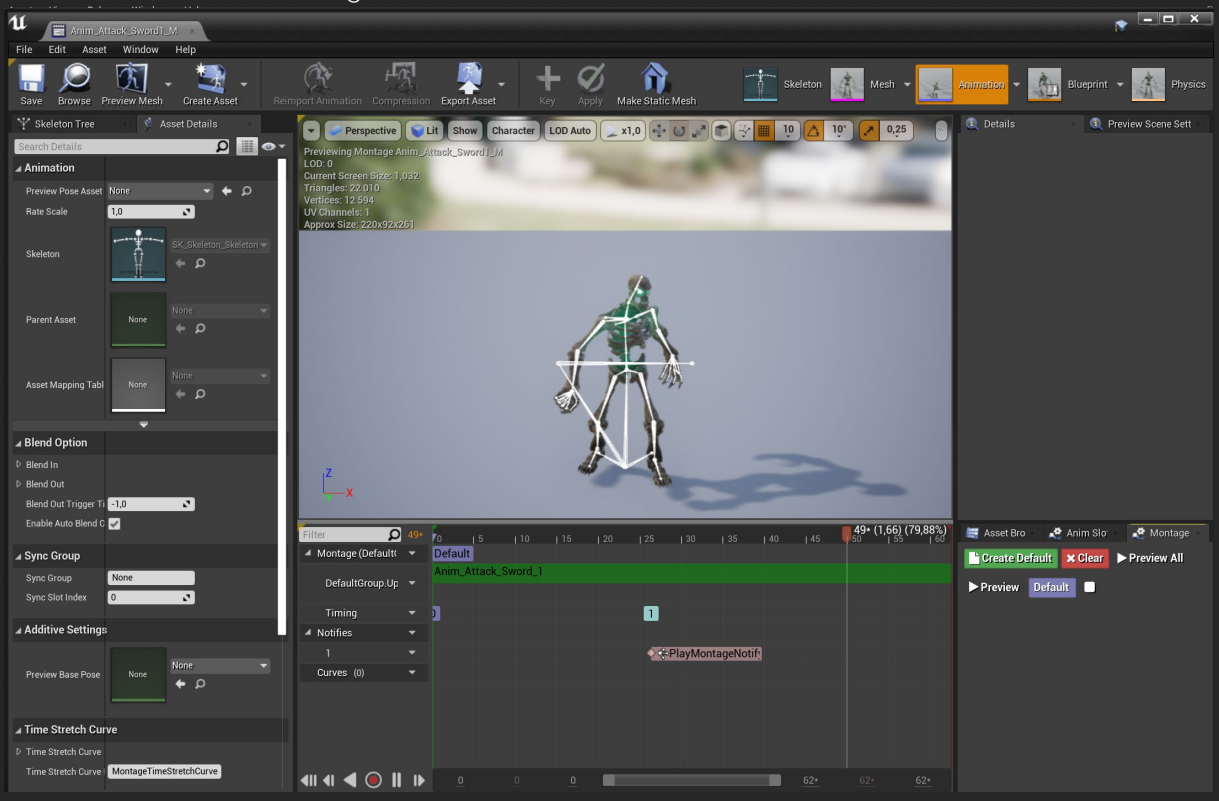
Enemy with weapon (asset from EPIC Games Marketplace):


Behavior Tree
ROOT
BB_Skeleton
Selector
Selector
Cooldown
Cooldown: lock for 0.2s after execution and return Failed
Chase Player
Sequence
IsPlayerInRange
IsPlayerInRange: tick every 0.40s..0.60s
Mele Range: 200.0
BB Is in Range: PlayerIsInMeleRange
FindPlayerLocation_RandomRadius
FindPlayerLocation_RandomRadius:
Vector: TargetLocation
Simple Parallel
SimpleParallel: wait for subtree
Local scope for observers
ChasePlayer
ChasePlayer:
Vector: TargetLocation
Player is in MeleRange
Blackboard: PlayerIsInMeleRange is Is Set
MeleAtack
MeleAtack
EnablePlayerColision
EnablePlayerColision: tick every 0.40s..0.60s

Spawn AI



If it comes to animations – In this particular example I used ready assets. I applied Branching Points and Animation Montage.



This is a sample of my basic animation made in *Blender*.