



COMP120: Creative Computing: Tinkering

# 11: Intro to Unreal Engine I

# Learning Outcomes

- ▶ **Understand** the architecture of the Unreal Engine
- ▶ **Understand** the differences between C++ and Python
- ▶ **Produce** a small Demo Game in Unreal

# Unreal Tutorial

[https://docs.unrealengine.com/latest/INT/Videos/PLZlv\\_N0\\_O1gYup-gvJtMsgJqnEB\\_dGiM4/](https://docs.unrealengine.com/latest/INT/Videos/PLZlv_N0_O1gYup-gvJtMsgJqnEB_dGiM4/)

# Unreal Tutorial - Corrections 1

- 03 - Making Your First Pickup 10:55 -

<https://youtu.be/EIptJ0YrYg0?t=655> Add the following include statement after Pickup.h

```
#include "Components/StaticMeshComponent.h"
```

- 05 - Extending the Pickup Class 4:32 -

<https://youtu.be/imOQ5JHPS1o?t=272> Add the following include statement after BatteryPickup.h

```
#include "Components/StaticMeshComponent.h"
```

# Unreal Tutorial - Corrections 2

- ▶ 06 - Creating the Spawning Volume 10:55 -  
<https://youtu.be/KpgEVxfwpYQ?t=430> Add the following include statement after Pickup.h

```
#include "Components/BoxComponent.h"
```

- ▶ 07 - Extending the Pickup Class 5:50 -  
<https://youtu.be/qZHMf2WqjSM?t=349> Add the following include statement after SpawnVolume.h

```
#include "Engine/World.h"
```

# Unreal Tutorial - Corrections 3

- ▶ 08 - Setting Timers for Spawning 5:10 -

<https://youtu.be/xXG-fYzpSW4?t=311> Add the following include statement after SpawnVolume.h

```
#include "Runtime/Engine/Public/TimerManager.h"
```