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/
```

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/imOQ5JHPSlo?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"
```