

UE4 Worksheet 2: Building an FPS

Version 1.0

Creative Computing

COMP280

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|  | Introduction In this worksheet you will follow an Unreal Tutorial in order to become familiar with UE4 and C++. Final ProductBy the end of the workshop, we are going to have a basic FPS with the following featuresEverything from Workshop 1A health system for the playerA stationary Enemy turret which shoots at the playerAn Enemy which chases the playerA Death ScreenSetupBuild on the code from last weekSessionDepending on your experience with UE4 you can complete the tasks above or you can follow the tutor’s live demonstration or complete the tasks above.If you are a beginner, it might be worth completing the UE4 Quick start first before tackling the tasks.ResourcesThese resources have been collected together in order to support the completion of the workshop.UE4 Quickstart <https://docs.unrealengine.com/en-US/Engine/QuickStart/index.html> C++ and Unreal <https://learn.unrealengine.com/home/LearningPath/90587?r=False&ts=637056209158467820> C++ and Blueprints <https://www.raywenderlich.com/185-unreal-engine-4-c-tutorial> C++ FPS Tutorial <https://www.youtube.com/watch?v=NyXq0Hy9xQs> |
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