UE4 Live Coding Schedule - Intro

1. Create new project – Show the interface
2. Create FPS – brief intro to the interface
3. Discuss some of the stuff created.
   1. Game
   2. Level
4. Discuss some of the UE4 Engine base classes and Components
5. Look at the code
   1. <https://docs.unrealengine.com/en-US/Programming/UnrealArchitecture/Actors/ActorLifecycle/index.html>
6. How to compile – In Engine and Visual Studio

UE4 Adding a class

1. File New Class
2. Talk about \*.h vs \*.cpp
3. Now lets add a Mesh Component
   1. Make it the root
   2. Add Simulating physics
4. Talk about properties
   1. <https://uecasts.com/files/unreal-engine-c-plus-plus-cheat-sheet.pdf>
5. Now lets add a blueprint version of this and show how we can add things to it

Talk about the projectile collision system

1. Comment out the impulse
2. Lets looking at casting as a way of checking if we have hit
3. Lets knock off some health and destroy
4. Lets talk about types
5. Logging –
   1. <https://wiki.unrealengine.com/Logs,_Printing_Messages_To_Yourself_During_Runtime#Logging_message_to_the_screen>

Add a UI

1. Add a slate UI
2. Add this to the viewport
   1. Create Widget in Character begin play
3. Now add some code to deal with the ammo coming down