# What was hard

* The pointer that points to the closest enemy. The enemy array was not emptying correctly when an enemy died, therefore we had to rework the OnEnemyDied delegate to also pass the enemy index in the array.
* Getting the enemy to rotate towards the player. I wanted it to lean towards the player, not just look at player and lean forward. Required some finicky vector math.

# What was easy

* Enemy logic was hard until we switched to using enums for each state the enemy can be in, then it got a lot more manageable and easier to customize.
* The projectile onOverlap logic was relatively strait forward

# Buttons to play the game:

* WASD – Move
* Mouse pointer – Aim
* Left Mouse Button – Fire
* SHIFT – Dash
* R – Reload
* Space – Slow down

# References

Creating an InGame User interface in Unreal 4 and C++ | by BlueBubbleBee | The Startup | Medium. Retrieved from: <https://medium.com/swlh/create-an-ingame-user-interface-in-unreal-4-and-c-edf3311b14c9>

Physics Mass Override. - Development Discussion / Physics - Unreal Engine Forums. Retrieved from: <https://forums.unrealengine.com/t/physics-mass-override/277555/2>

UE4 Tutorial: Character Health Bar UI Using C++ - YouTube. Retrieved from: <https://www.youtube.com/watch?v=nNe-NSrtYUk>

Unreal Engine 4 Particles - Cascade - Intro & Fireball – YouTube. Retrieved from: <https://www.youtube.com/watch?v=UJJxhW9jciM>

Unreal Engine C++ Developer: Learn C++ and Make Video Games | Udemy. Retrieved from: <https://www.udemy.com/course/unrealcourse>

Unreal Engine C++ Fundamentals - AHUD, UUserWidget & UWidgetAnimation – YouTube. Retrieved from: <https://www.youtube.com/watch?v=lYfXkxlInVI>