

## Important notes

- The ship has the new rigged mesh with two animations.
- We built further on our compulsory 2 assignment
- Some enemies drop pickups that recharge health or stamina
- The first level boss, spawn a portal to the next level on death

## What was hard

- Boss health widget with changing text, making it appear and disappear
- Some system from compulsory 2, was not optimal, got us into a lot of nullptr errors which were hard to resolve.
- Laser beam actor component was a bit tricky to get working properly

## What was easy

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## Buttons to play the game:

- WASD – Move
- Mouse pointer – Aim
- Left Mouse Button – Fire
- RELOAD – Do not fire for 1 second
- SHIFT – Dash
- SPACE – Change fire mode

## References

Creating an InGame User interface in Unreal 4 and C++ | by BlueBubbleBee  
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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>

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

All 3D models and textures were made by Mathias M. Mørch.

All sound effects are from 1001 Sound FX (2004) by Sony Creative Media, which used to come bundled with Sony Movie Studio and Sony Movie Studio Platinum.

Vortex Texture for Level gate:  
<https://www.deviantart.com/xolarix/art/Wormhole-Alpha-389403473>