**What does each blueprint do?**

* BP\_CoinRow – holds an entire row of coins through a single actor, useful for guide paths and rewards for finding secret areas
* BP\_CoinRowSequence – holds two Coin Rows and spawns the second after the first one is collected
* BP\_CoinSpawn – the standard coin actor that spawns a coin whenever it’s called, should only be used when the intention is for the coins to spawn more than once
* BP\_CoinActor (Found in BehindTheScenes Folder) – Holds a single simple coin, good for a secret award hidden away that’s spawned on launch but won’t respawn if the player dies or through any other means
* AC\_Reward – Holds a function to spawn any number of coins that the player automatically collects, primarily serves as a reward for breaking items or defeating enemies
* BP\_CoinReward (Found in BehindTheScenes Folder) – A coin that floats to the player when it’s spawned
* FL\_CoinSystem (Found in BehindTheScenes Folder) – Contains a series of helpful functions such as respawning coins and the collection logic for when a coin is interacted with
* AC\_Bank (Found in BehindTheScenes Folder) – Can be replaced or removed, but it only holds the number of coins the player collects, it was added as a component instead of a variable to the actor as I didn’t want to unnecessarily edit the character blueprint during production

**When to use the main blueprints?**

* If you want a collection of coins in the same area, use a CoinRow for optimised storage
* If you want a singular coin standing on its own, a CoinSpawn actor should be used
* CoinRowSequence should be used if a series of paths is wanted to be revealed to the player as they collect the coins down the last path
* AC\_Reward should be given to any destructible or enemy if the player should be rewarded for interacting with them
* If you want a one-time collectible coin that serves as a reward for finding a secret area that won’t respawn even if the player dies, use a CoinActor