**Individual report – Llama Flight: Alpha Version**

In this game I was in charge of making all of the widgets. I made the HUD, main menu, pause menu and the end game widget. I started making the widgets in blueprints as it was easier to research with than C++. But as learned more about widgets I went over to C++, this way it’s easier to create widgets based on changing variables in the game. For example when you have finished all of the laps in the racing level.

We have only had time to make the Racing Level as we have had limited time over the study week because I was on vacation in USA. While I was in USA, Markus worked a little bit on the game and we communicated what we needed to get done after I came back.

The HUD widget will be created when the PlayerPawn is created, as it’s coded in the BeginPlay function in PlayerPawn.cpp. The HUD widget has it’s own health bar, boost bar, time display and a lap counter. The health bar shows the current health, and lowers by percentage. The boost bar shows how much boost you currently have by percentage. There are some errors with the boost bar, but those will be fixed before delivering the folder. The time display, displays the current time you have taken racing through the track.

When the race is finished and you’ve done 3 laps around the track the game will pause, the HUD widget will collapse and the EndGame widget will appear. The EndGame widget will display the time it took for the player to do three laps around the track. It will also have an exit button which will open the main menu. The HUD and EndGame widget are created through C++ code.

The MainMenu widget is created when the MainMenu level is opened, I used blueprint for that. The MainMenu has three buttons. The exit button quits the game. The settings menu opens the Settings Panel which lets you control the master audio. Currently there is an error with the audio which makes it so that when you open the game it will always be at 100%, but the bar where you change the audio is saved at the position you last put it. This error will be fixed before having to deliver the folder assignment. The play button opens the level selection panel. To switch between the panels I use a widget switcher.

The PauseMenu widget is created when you press P, I used blueprint for this, but will switch this to C++ for the final folder. The PauseMenu has four buttons. The resume button resumes the game. The level button opens the level selection panel. The settings menu lets you change the master volume. The exit to menu button opens main menu widget.

Those are the things I have created, we still have tweaks to be made and we also have to make the next level before delivering the folder assignment.