



# unreal blueprint exercises

# Exercise 1

Create the following blueprint classes:

1. **BP\_Sphere**: When collected, it will add 10 to the Score variable.
2. **BP\_Cube**: When collected, it will add 5 to the Score variable.
3. **BP\_Cylinder**: When collected, it will add 25 to the Score variable.
4. **BP\_Cone**: When collected, it will remove 15 from the Score variable.

# Exercise 2

- Create a new variable called **TotalCollected** to track the number of objects collected.
- Update the necessary **blueprint classes**.

# Exercice 3

Créez les classes de blueprint suivantes :

1. **BP\_Key:** To be collected via the Begin Overlap event.
2. **BP\_Door:** Only opens when the key is collected.

# Get in touch



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