2/26/2024

I converted the project into a C++ project. I plan on using this to implement some smaller features while also teaching my other programmers the basics of coding in Unreal Engine.

Today, that feature happened to be a grenade. I added in the basic components (static mesh, radial force component) via c++ and programmed the initial variable values/behaviors as well. Blueprints are used to call activation of the radial force component, but I’m still figuring that part out.