LAB – 10

ENHANCING THE PLAYER EXPERIENCE

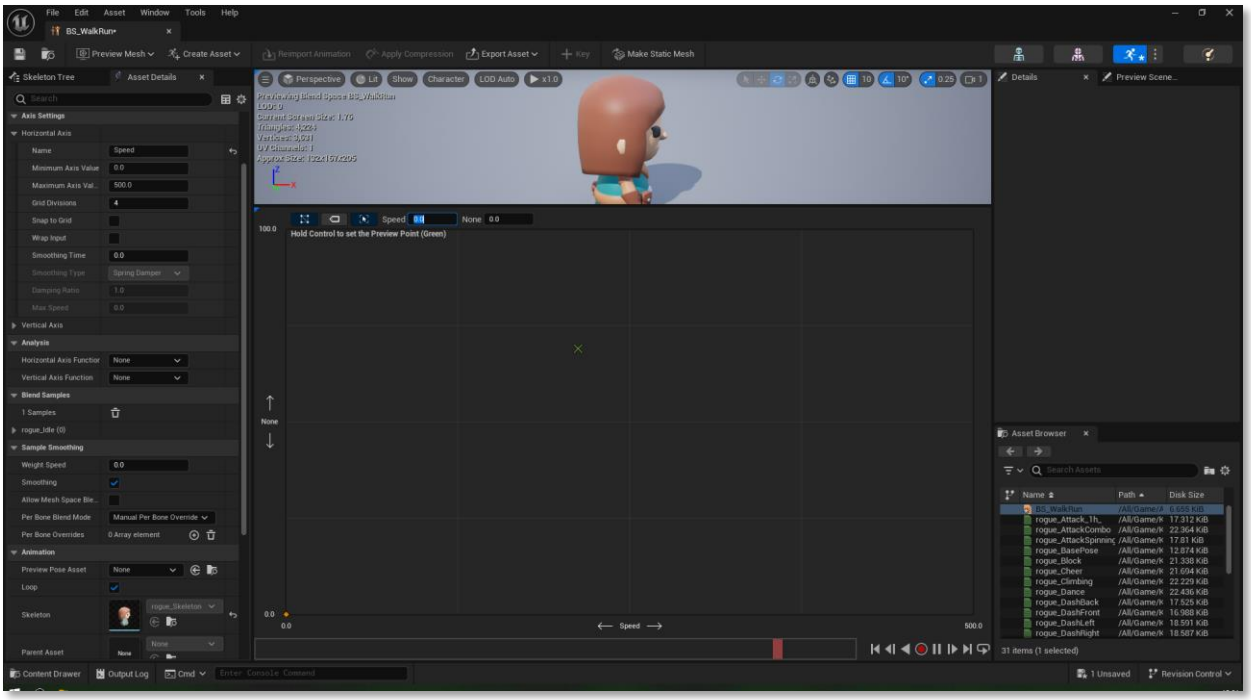

Fig 1.1: Screenshot showing coordinate set to 0 for respective attributes

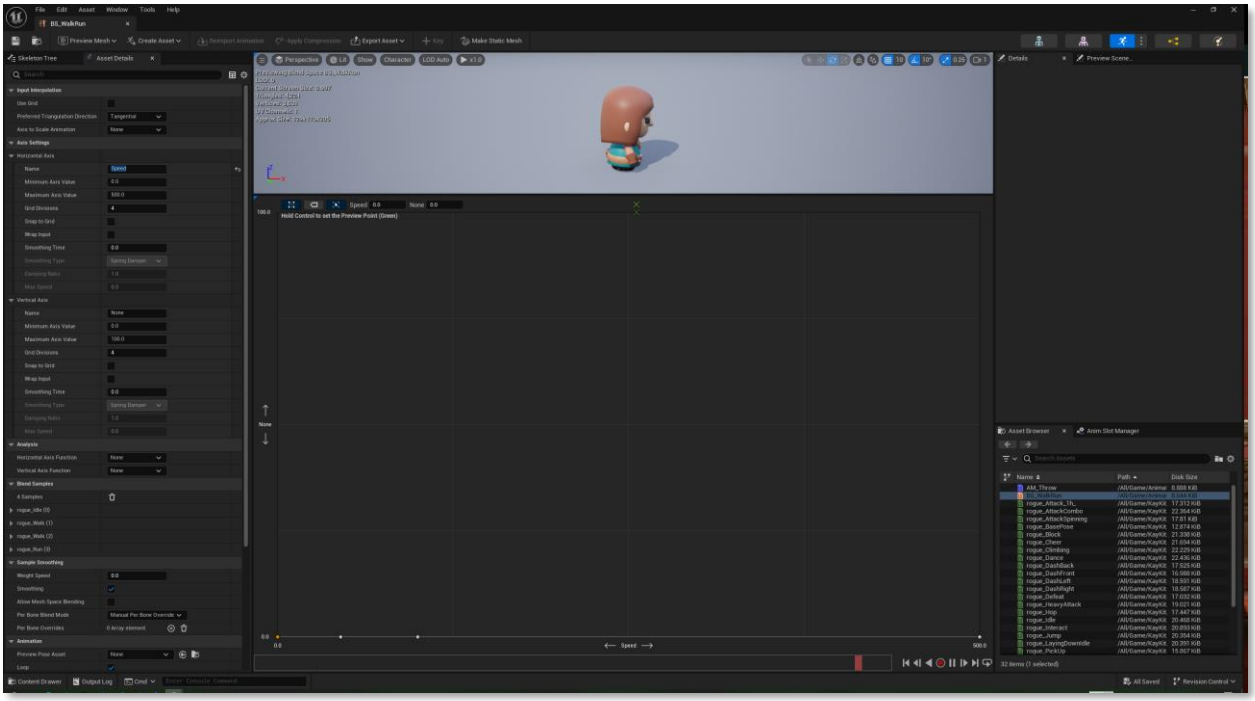

Fig 1.2: Screenshot showing coordinate set to 0 for respective attributes

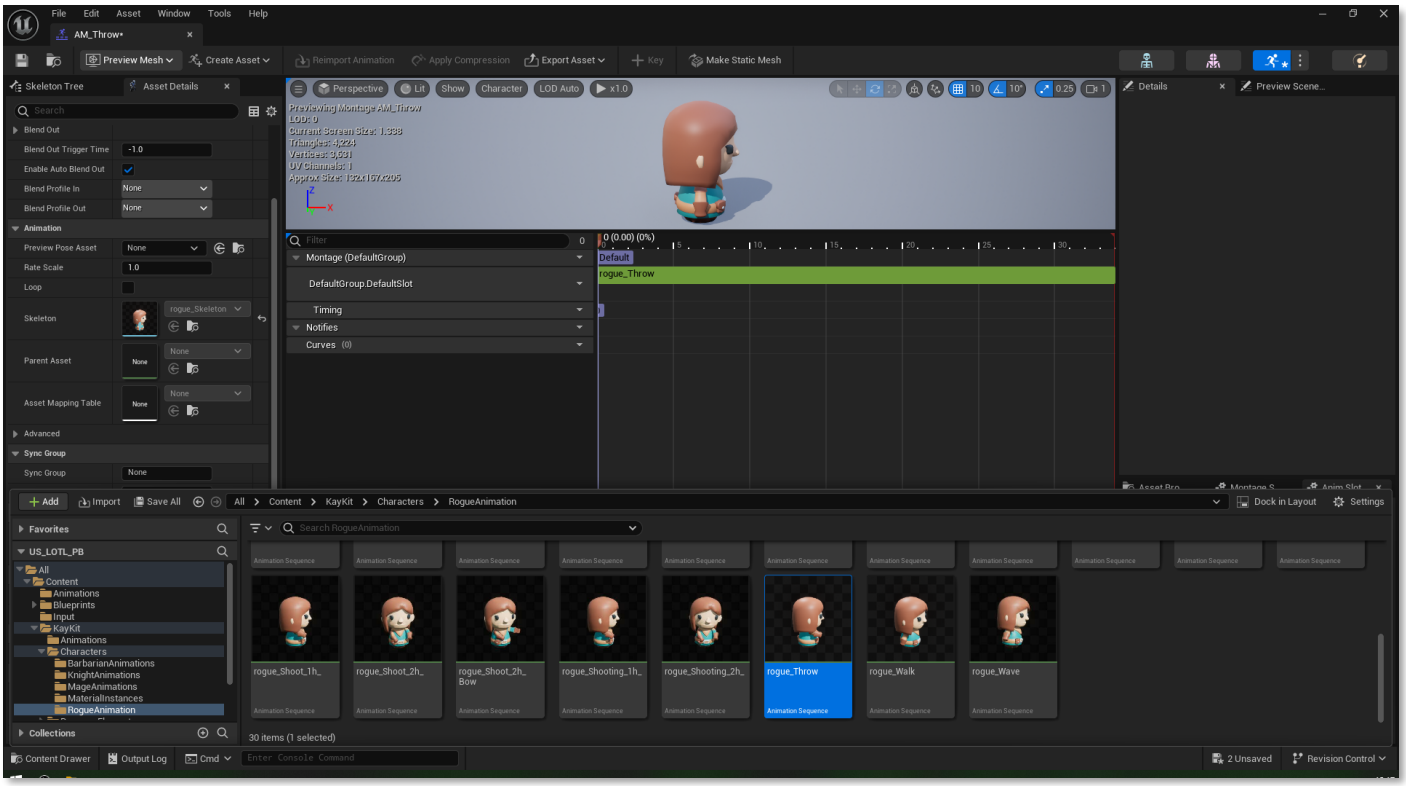

Fig 1.3: Screenshot showing Animation Montage for rogue_throw

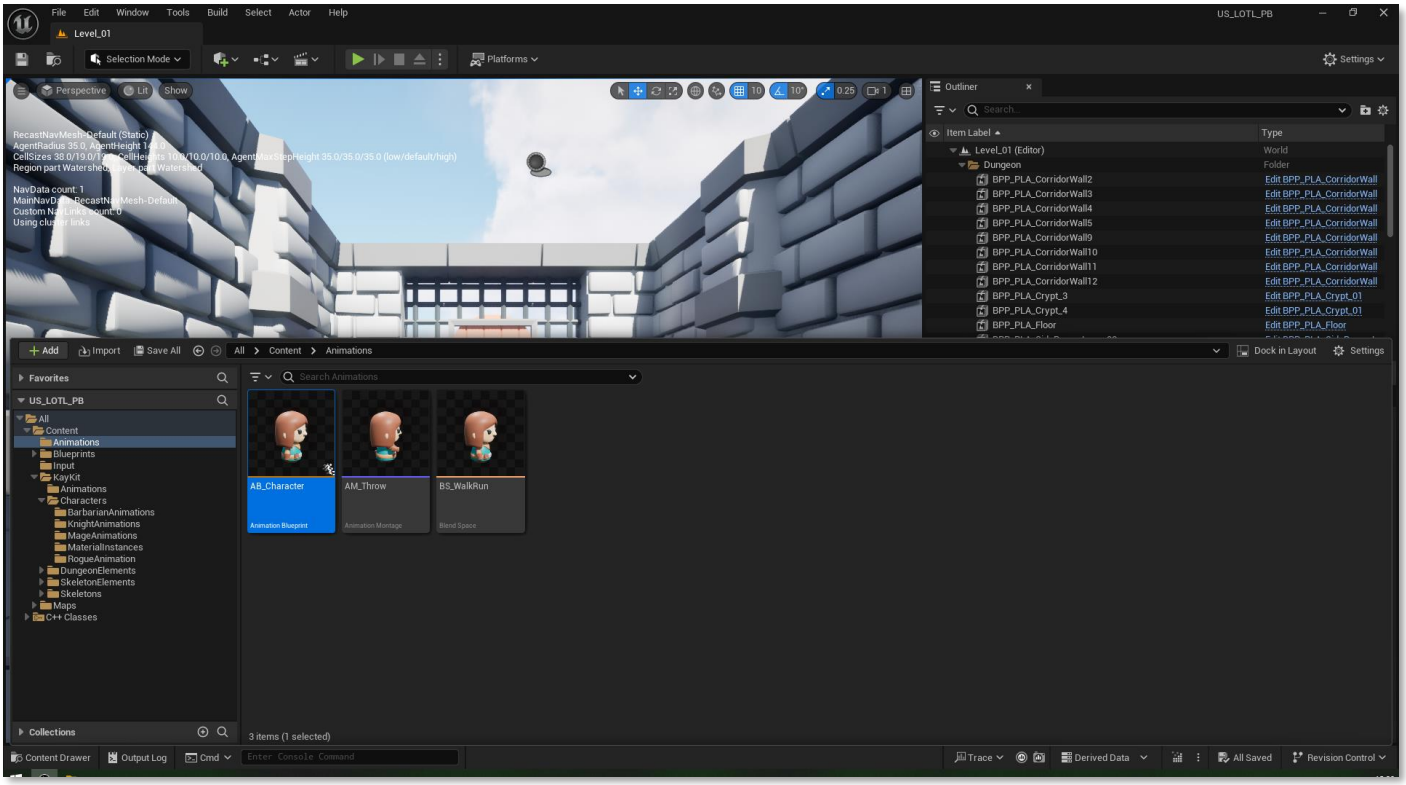

Fig 1.4: Screenshot showing Animation Blueprint for rogueSkeleton

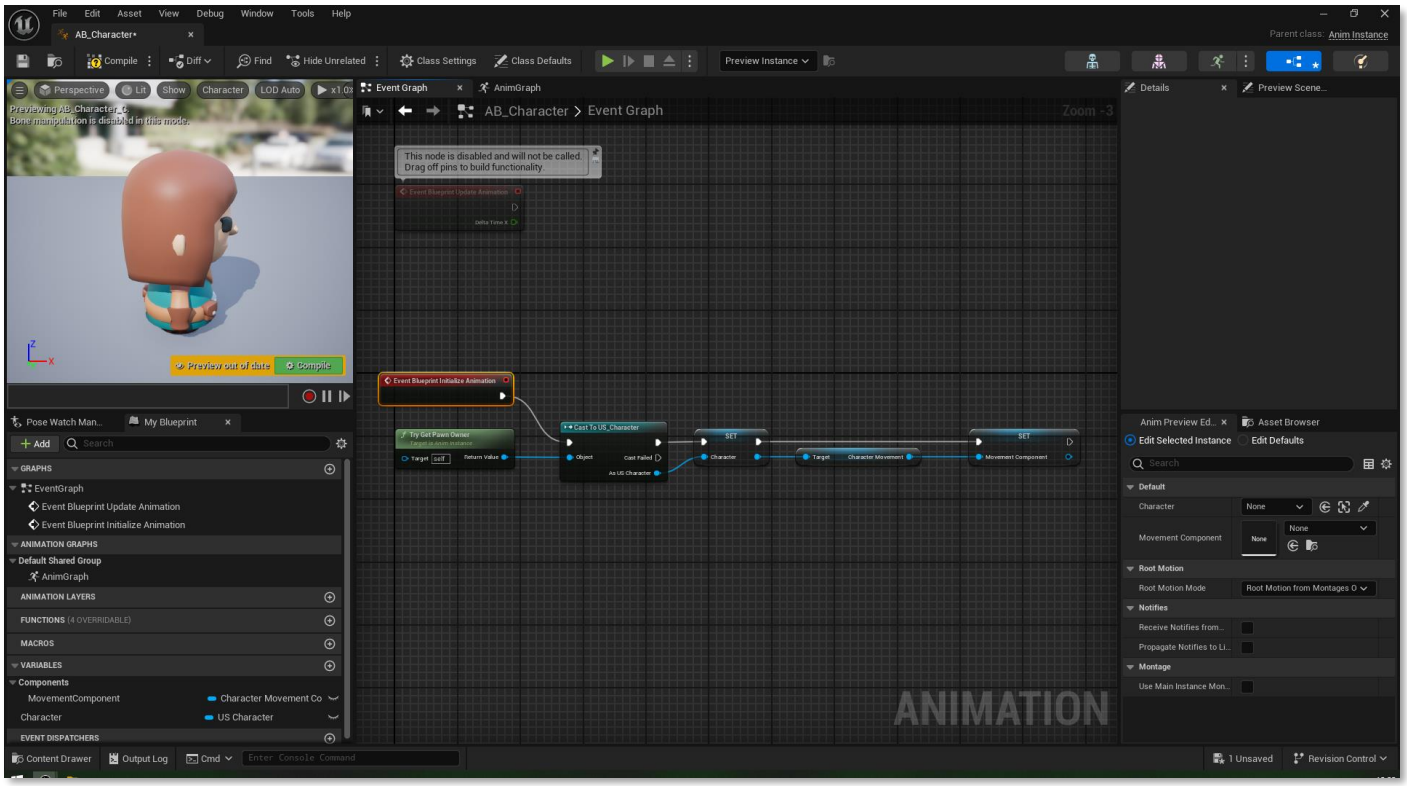

Fig 1.5: Screenshot showing Event Graph for AB_Character (Initialize Animation)

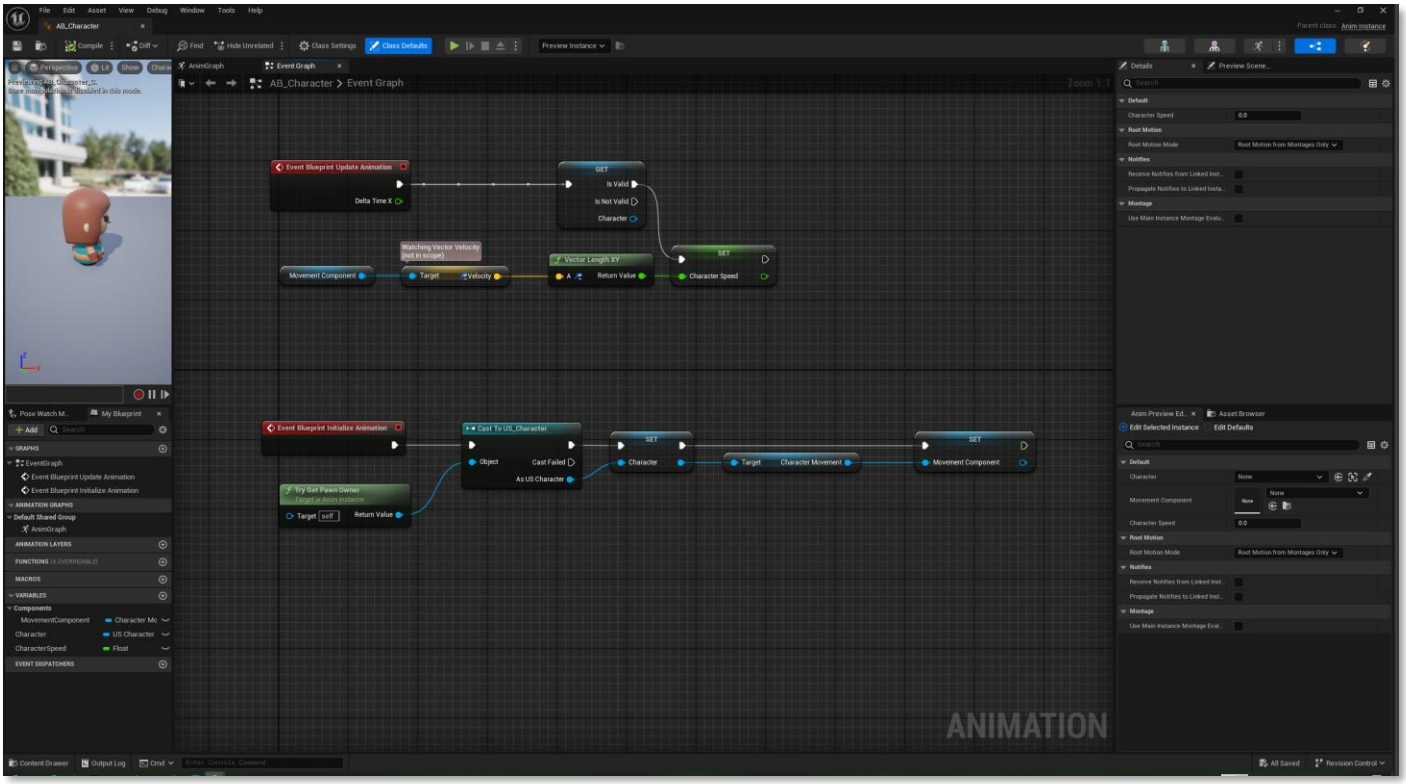

Fig 1.6: Screenshot showing Event Graph for AB_Character (Update Animation)

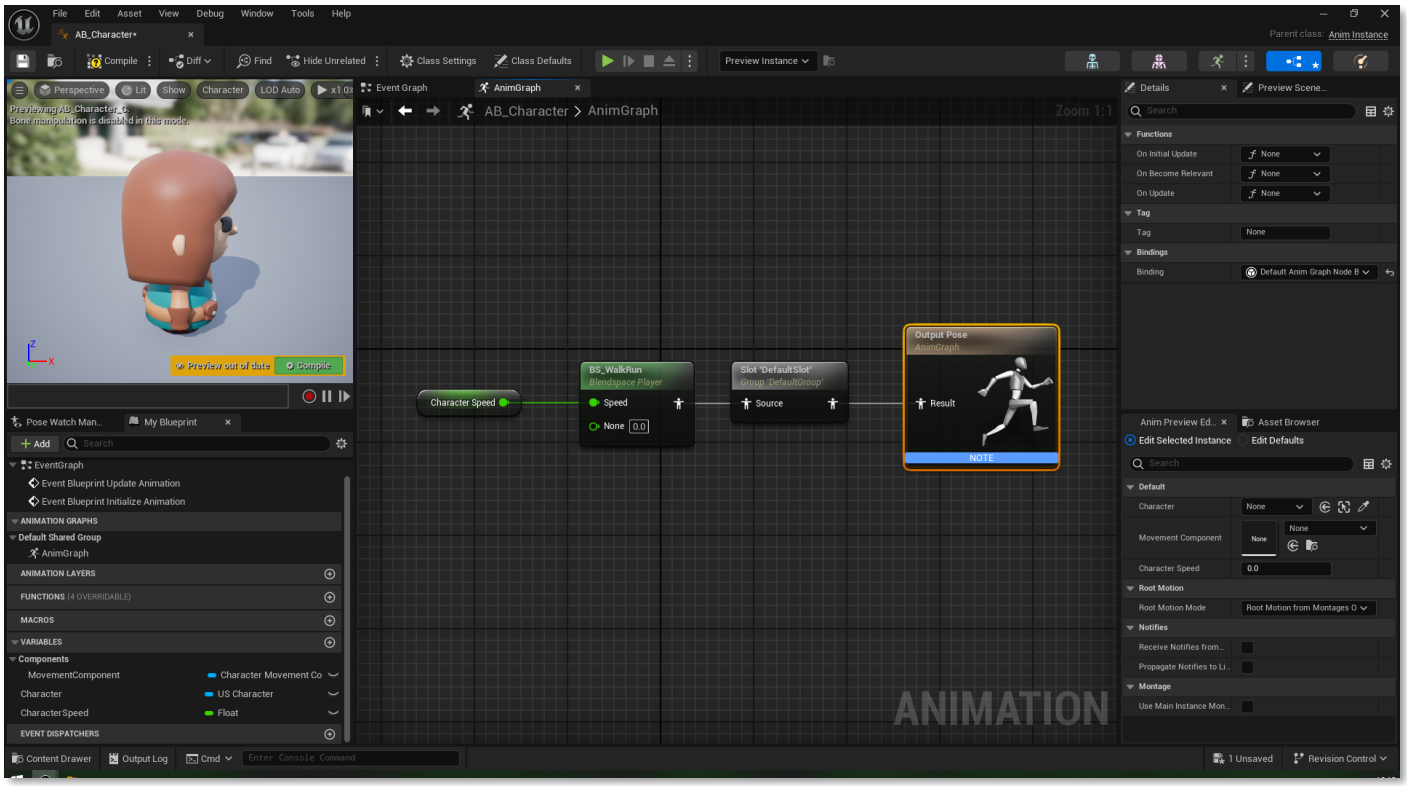

Fig 1.7: Screenshot showing AnimGraph for AB_Character

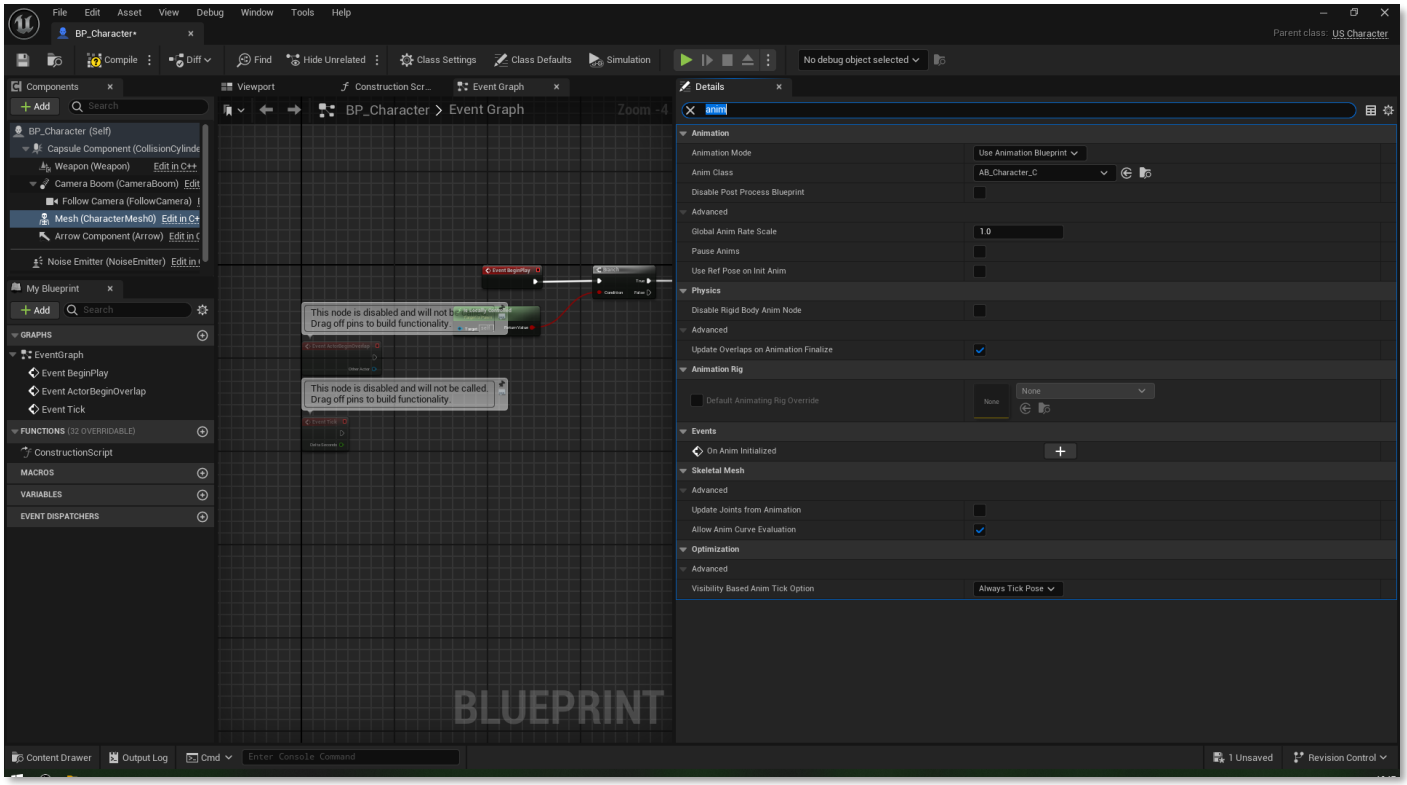

Fig 1.8: Screenshot showing setting of Anim Class for BP_Character

CHALLENGE

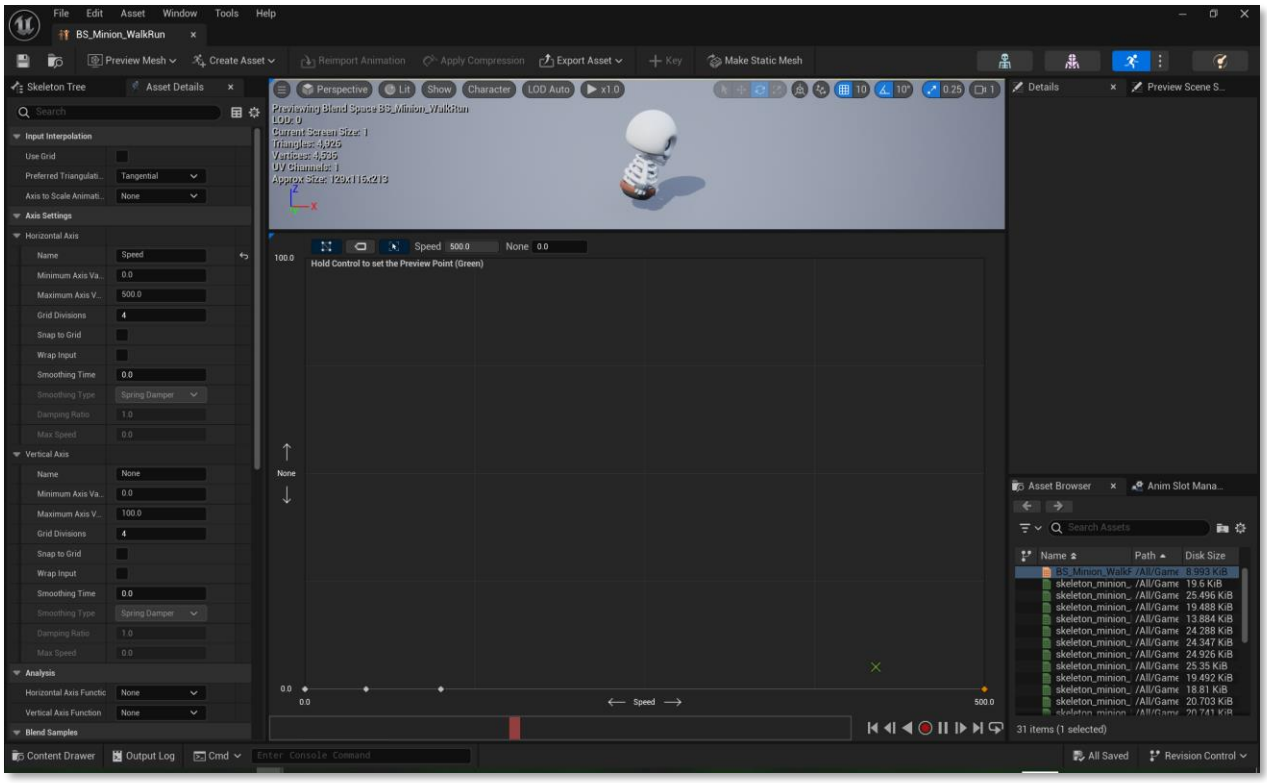

Fig 1.9: Screenshot showing Minion Animation Blending

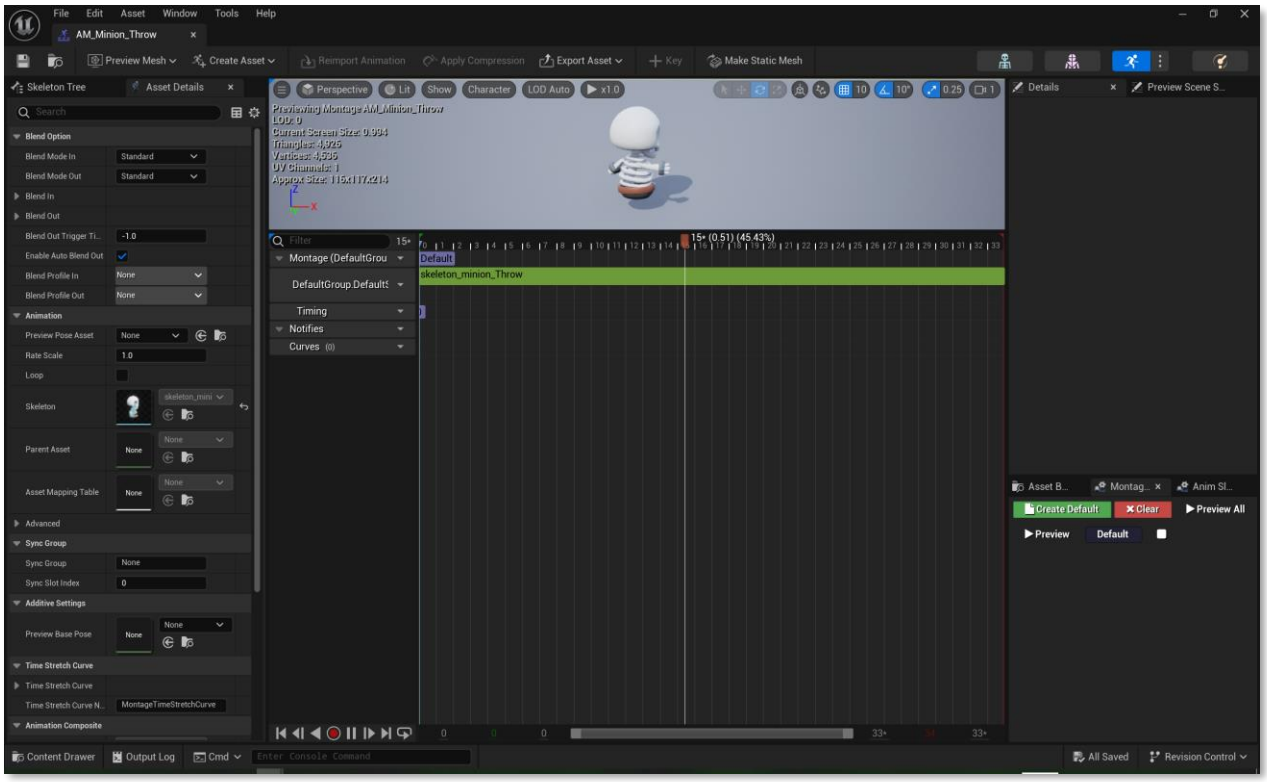

Fig 1.10: Screenshot showing Minion Animation Montage for Throw

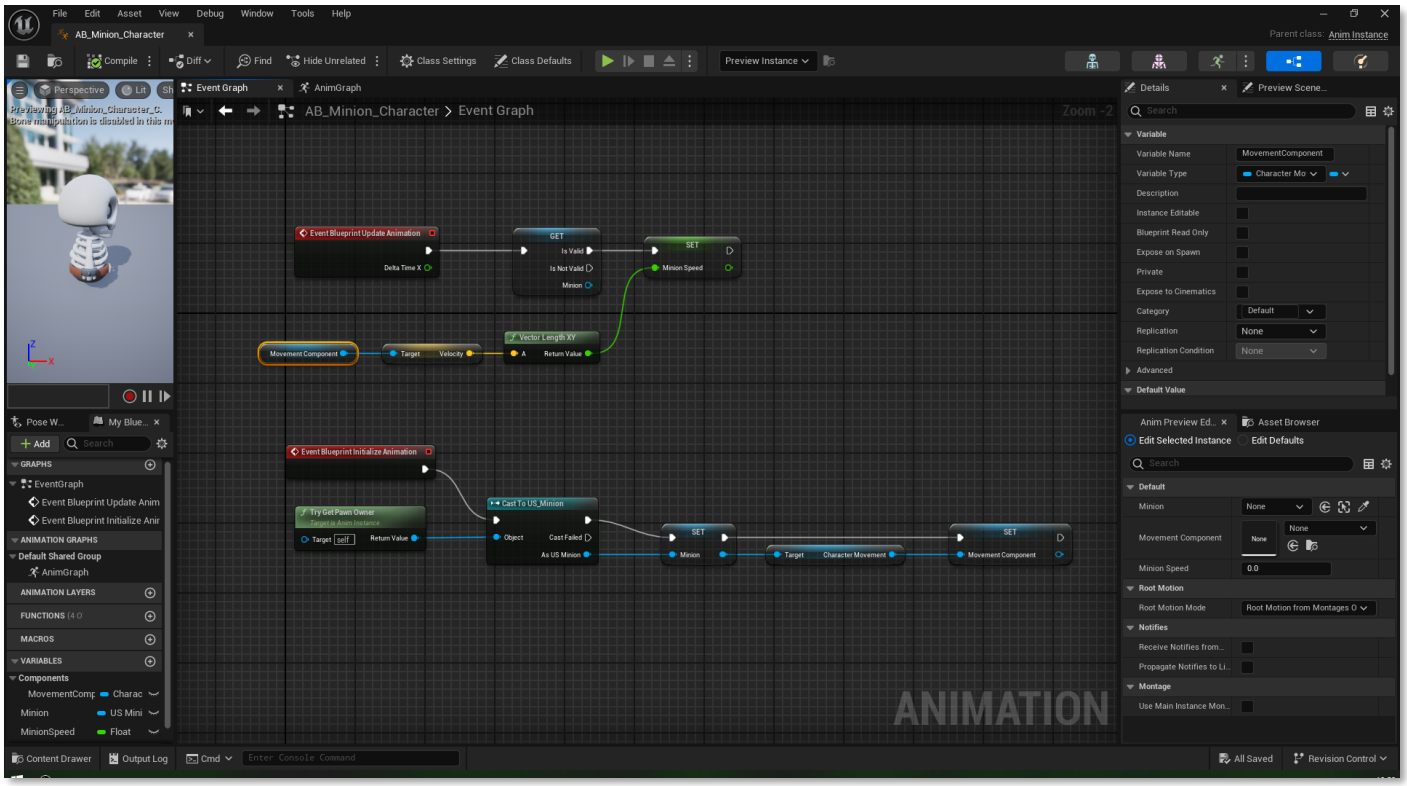

Fig 1.11: Screenshot showing Minion Animation Blueprint in Event Graph

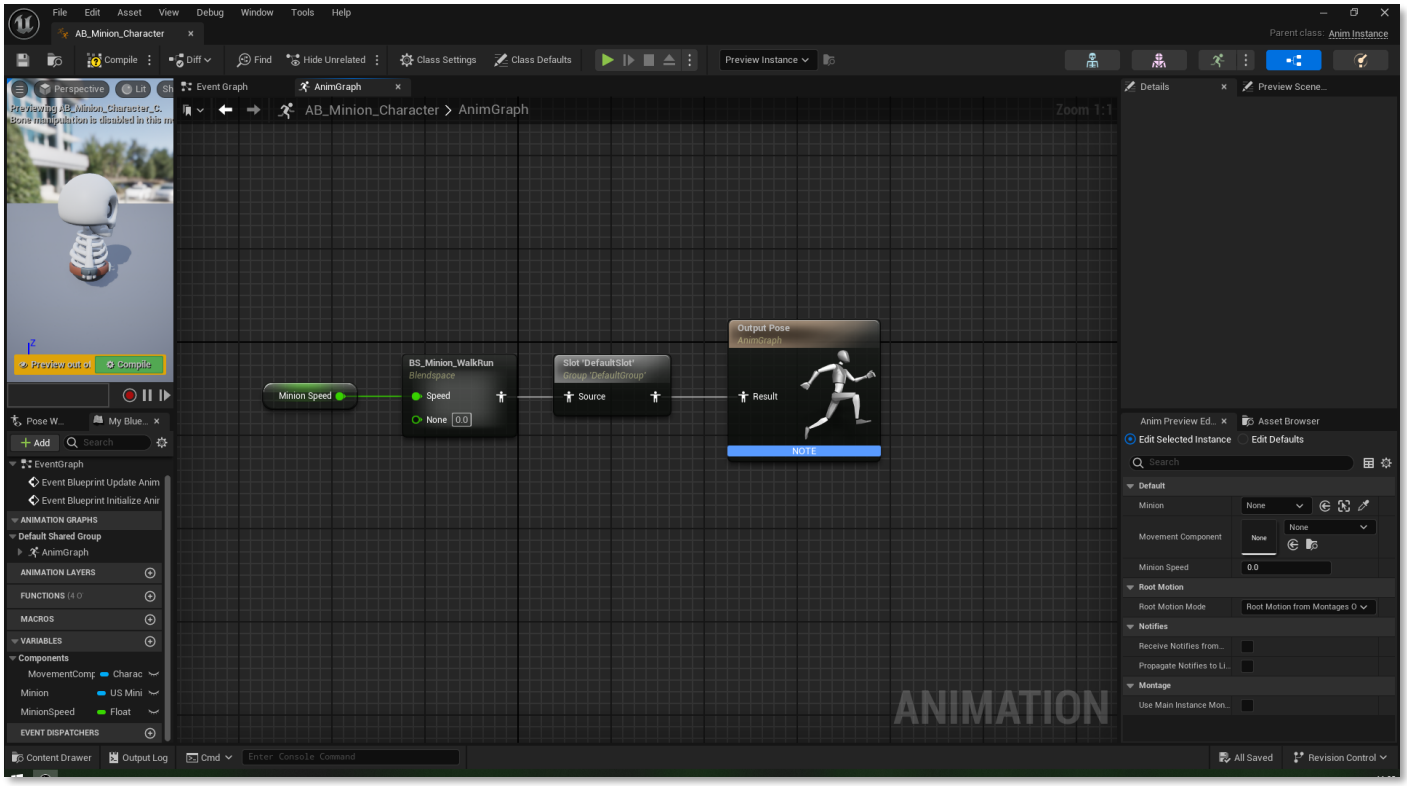

Fig 1.12: Screenshot showing Minion Animation Blueprint in Anim Graph

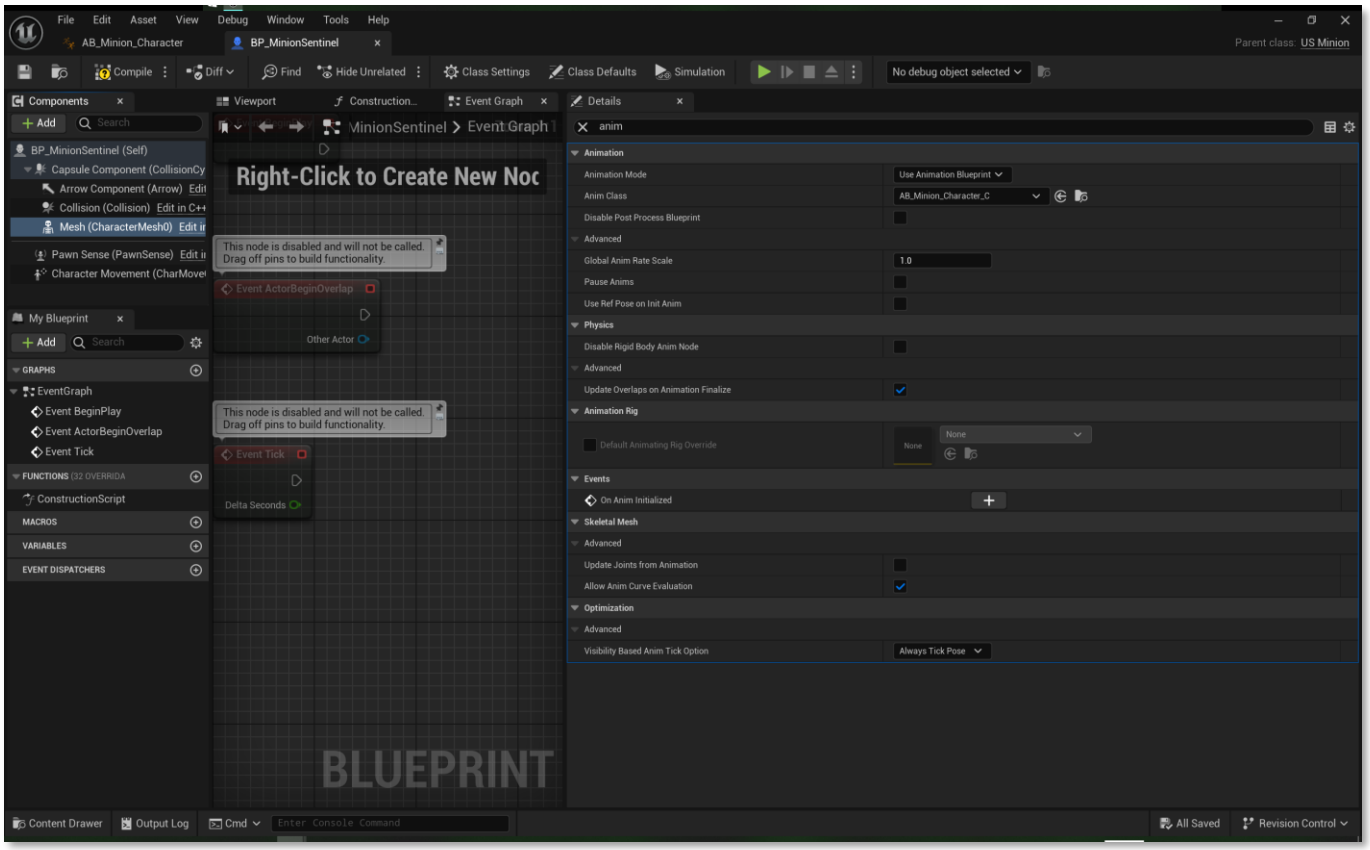

Fig 1.13: Screenshot showing addition of Anim Class for Minion Sentinel.

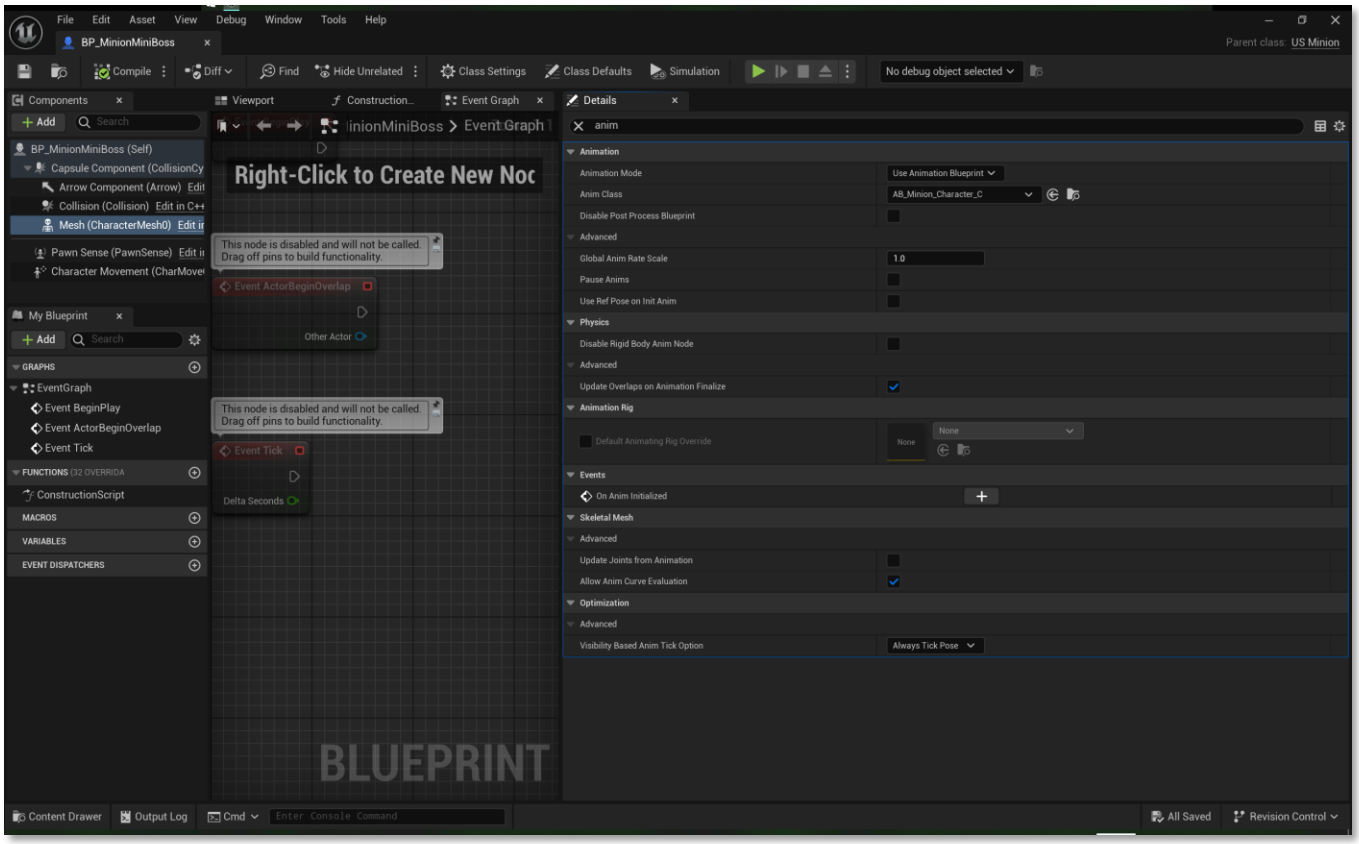

Fig 1.14: Screenshot showing addition of Anim Class for Minion MiniBoss.

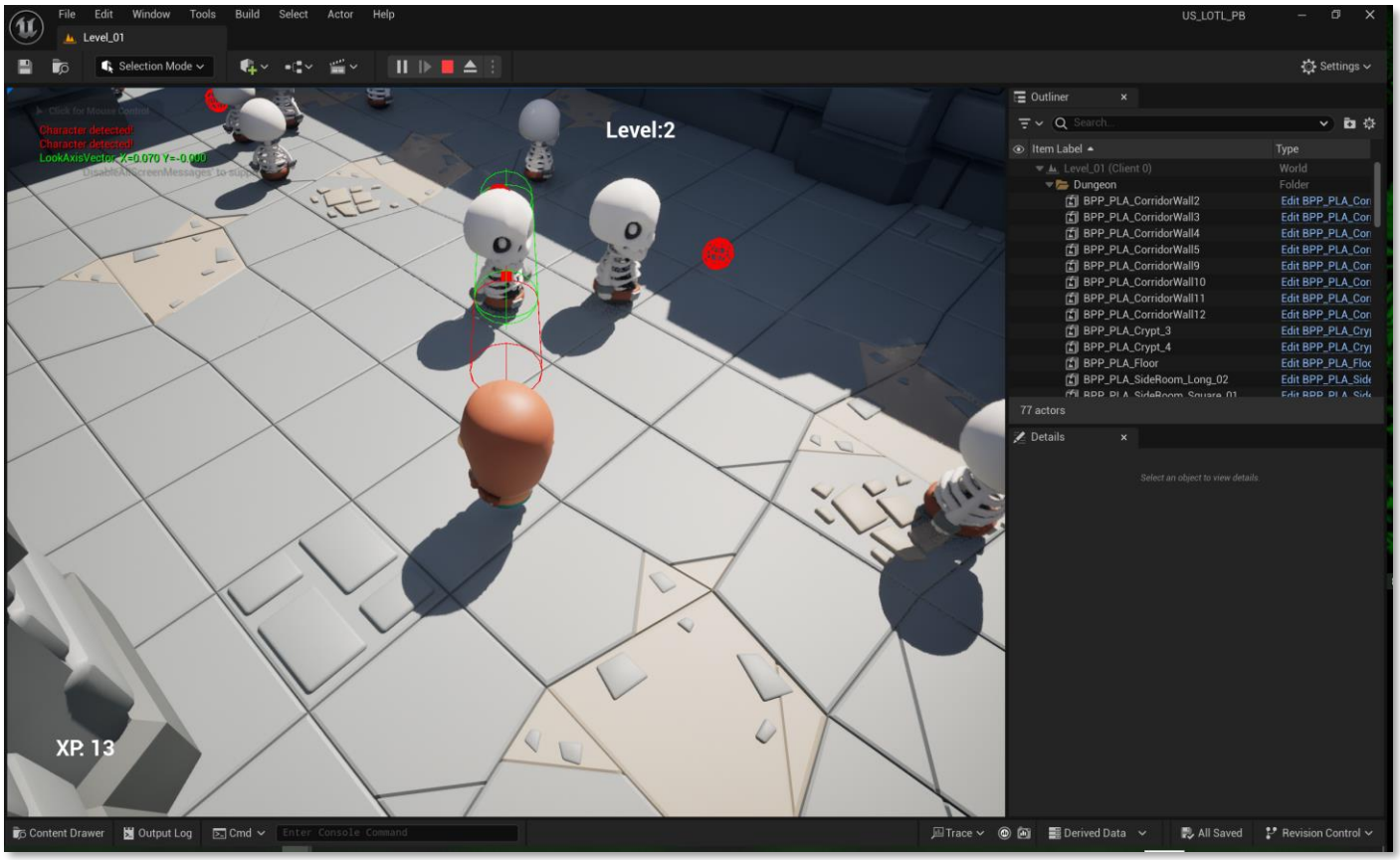

Fig 1.15: Screenshot showing testing (Parameters are set as per Mini Boss).

--- End of Challenge ---

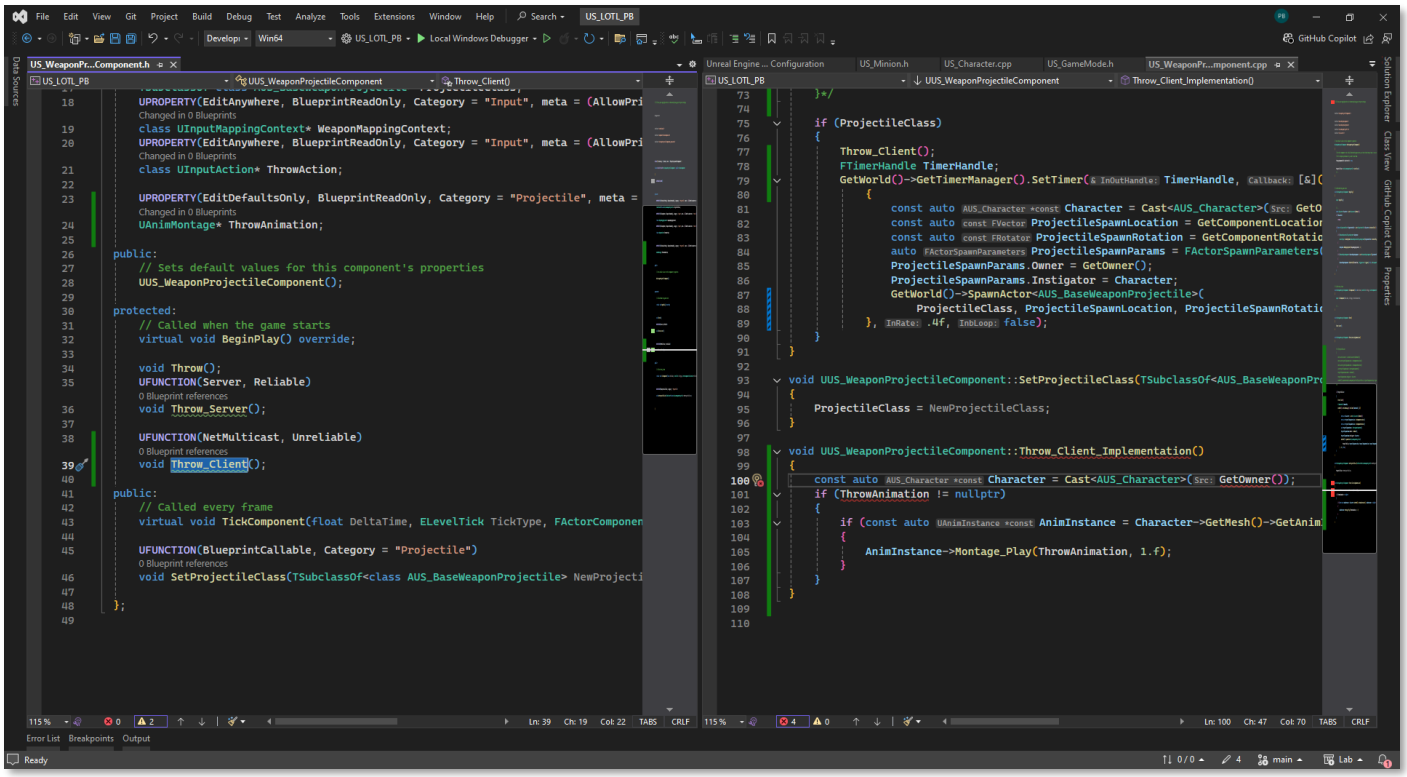

Fig 1.16: Screenshot showing Weapon Configuration in US_WeaponProjectileComponent.

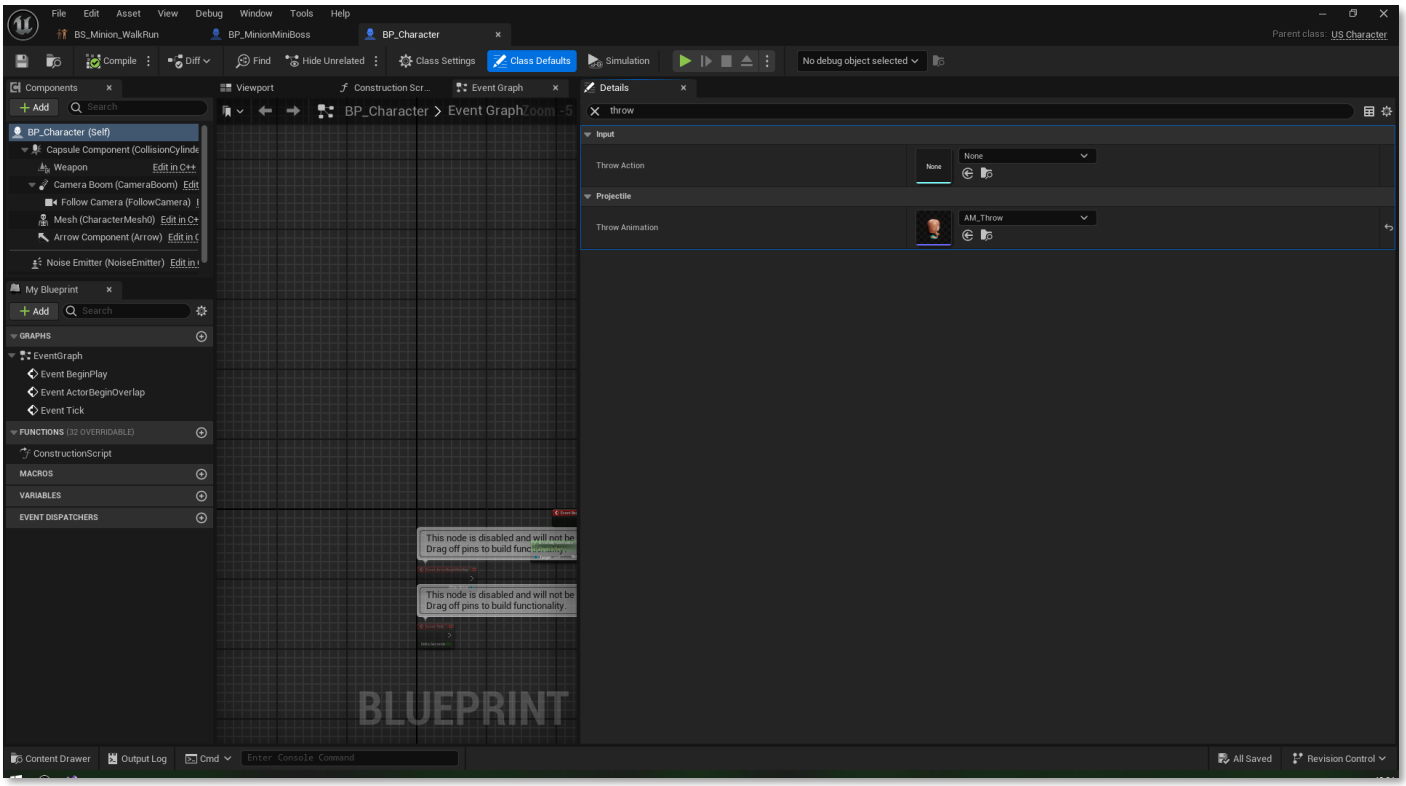

Fig 1.17: Screenshot showing Throw Animation assignment.

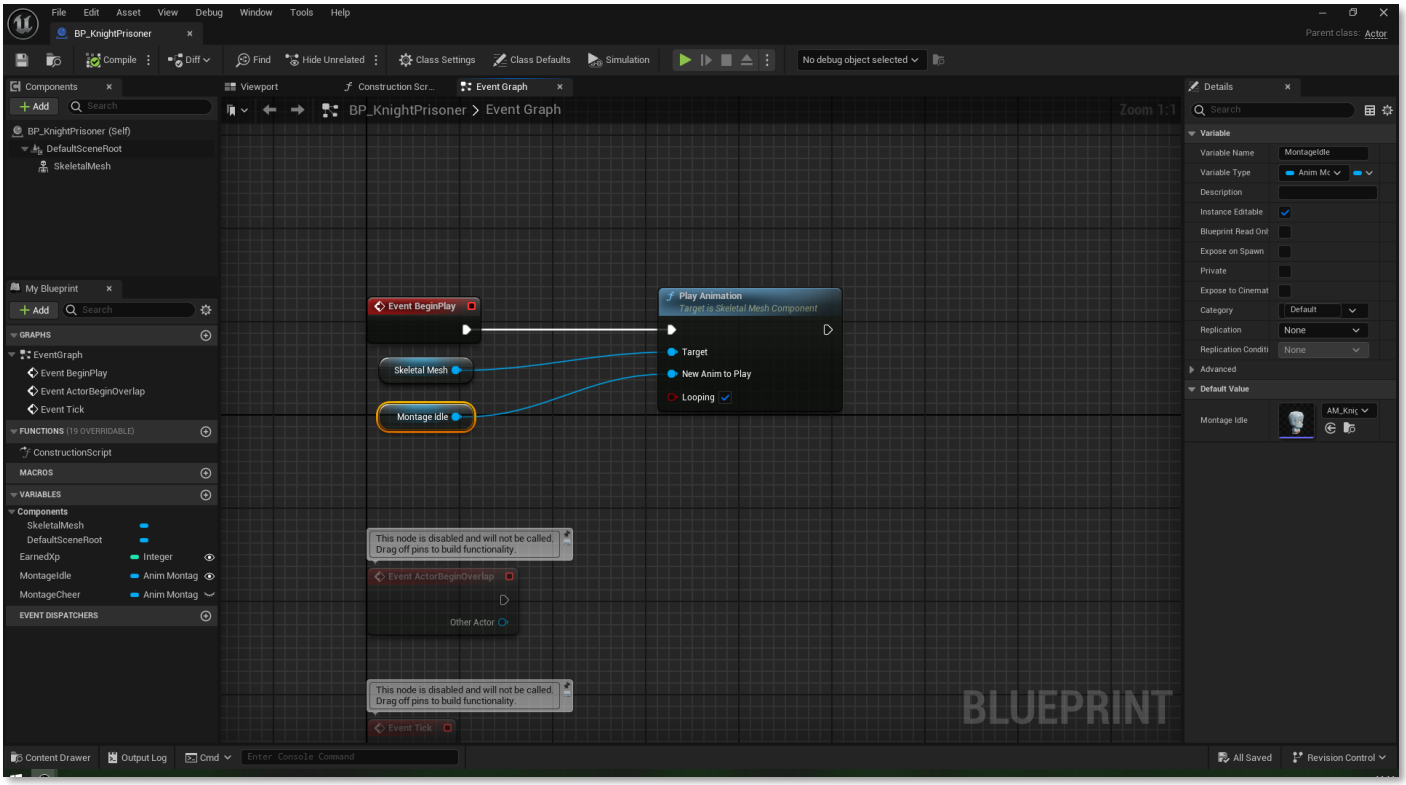

Fig 1.18: Screenshot showing BP_KnightPrisoner with Animation Montages

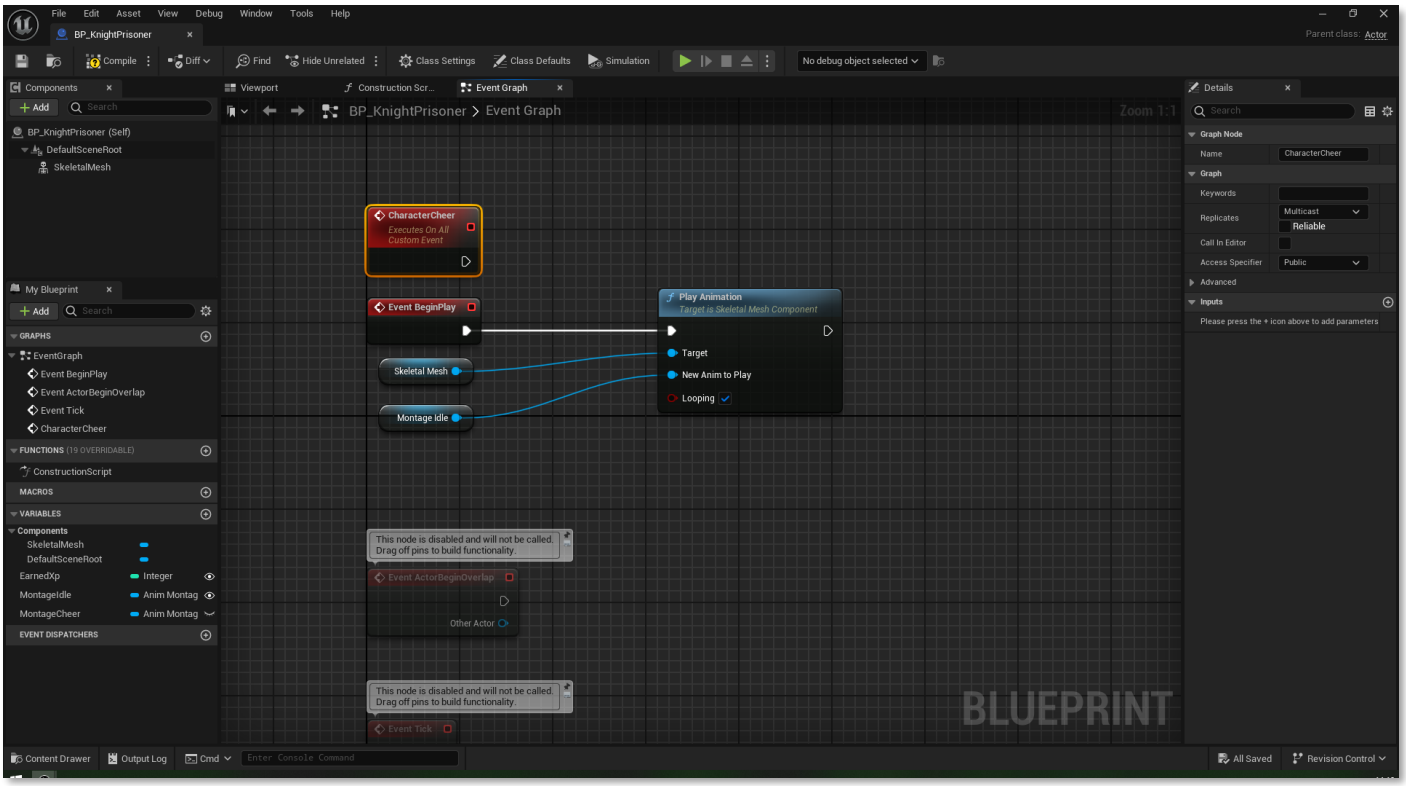

Fig 1.18: Screenshot showing BP_KnightPrisoner event and setting for Multicast

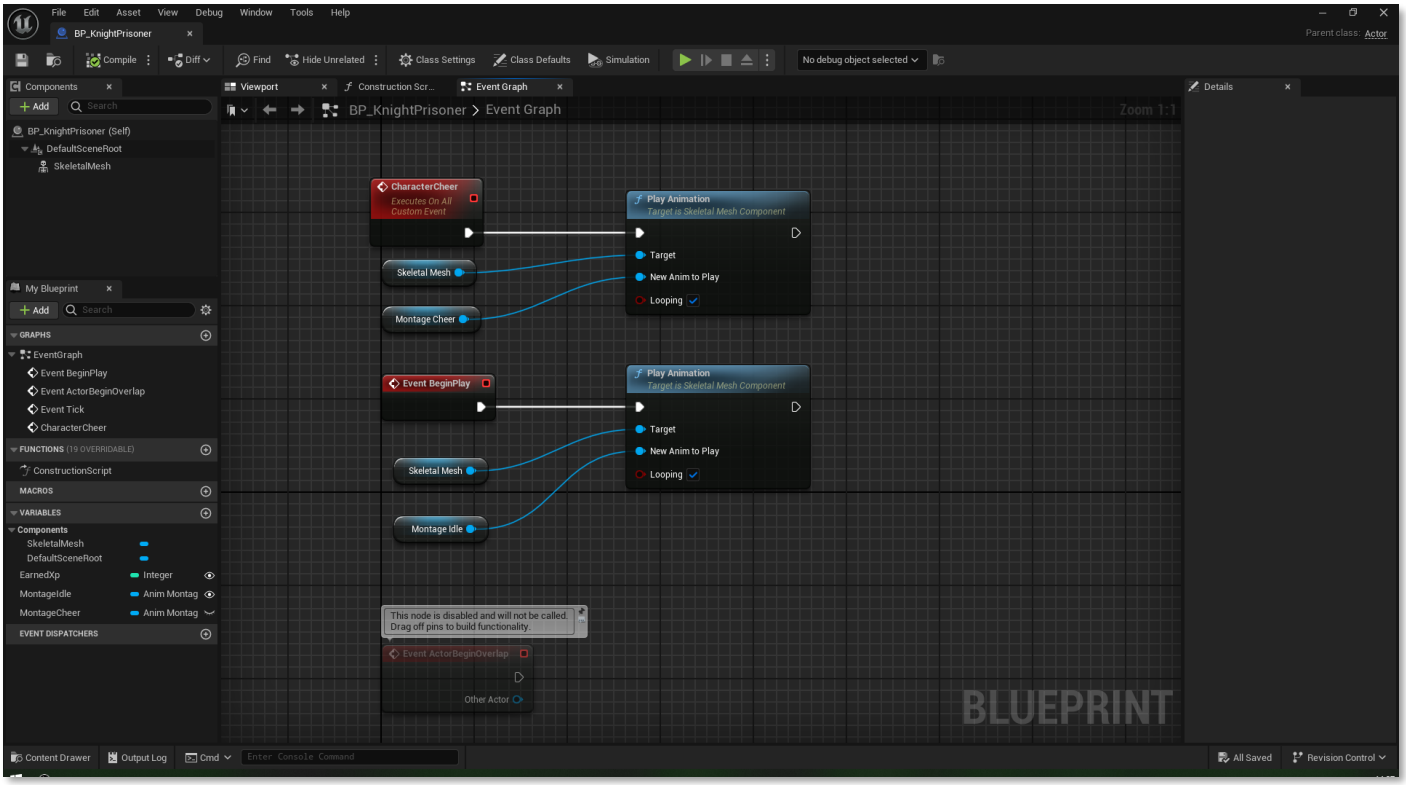

Fig 1.19: Screenshot showing BP_KnightPrisoner custom event

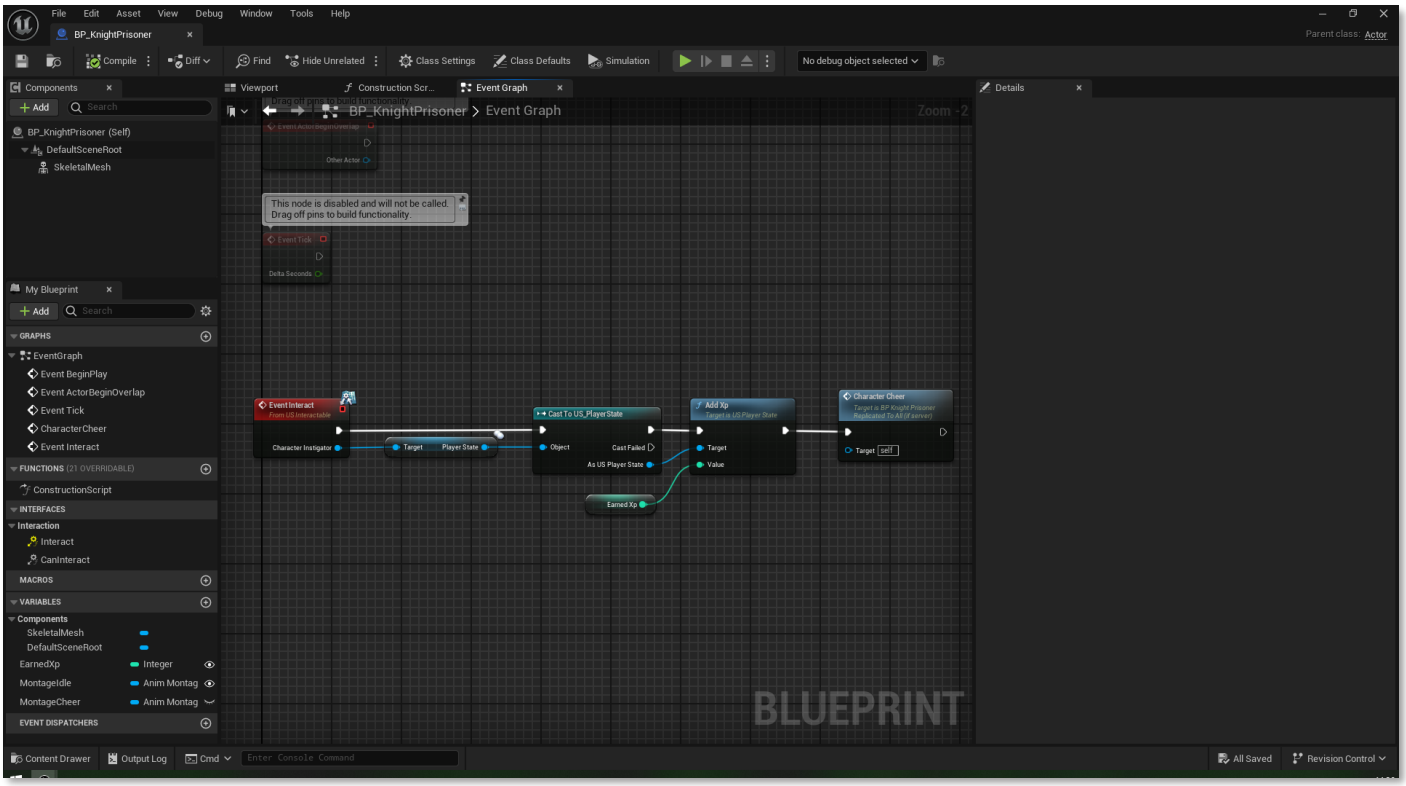

Fig 1.20: Screenshot showing addition of US_Interactable Interface

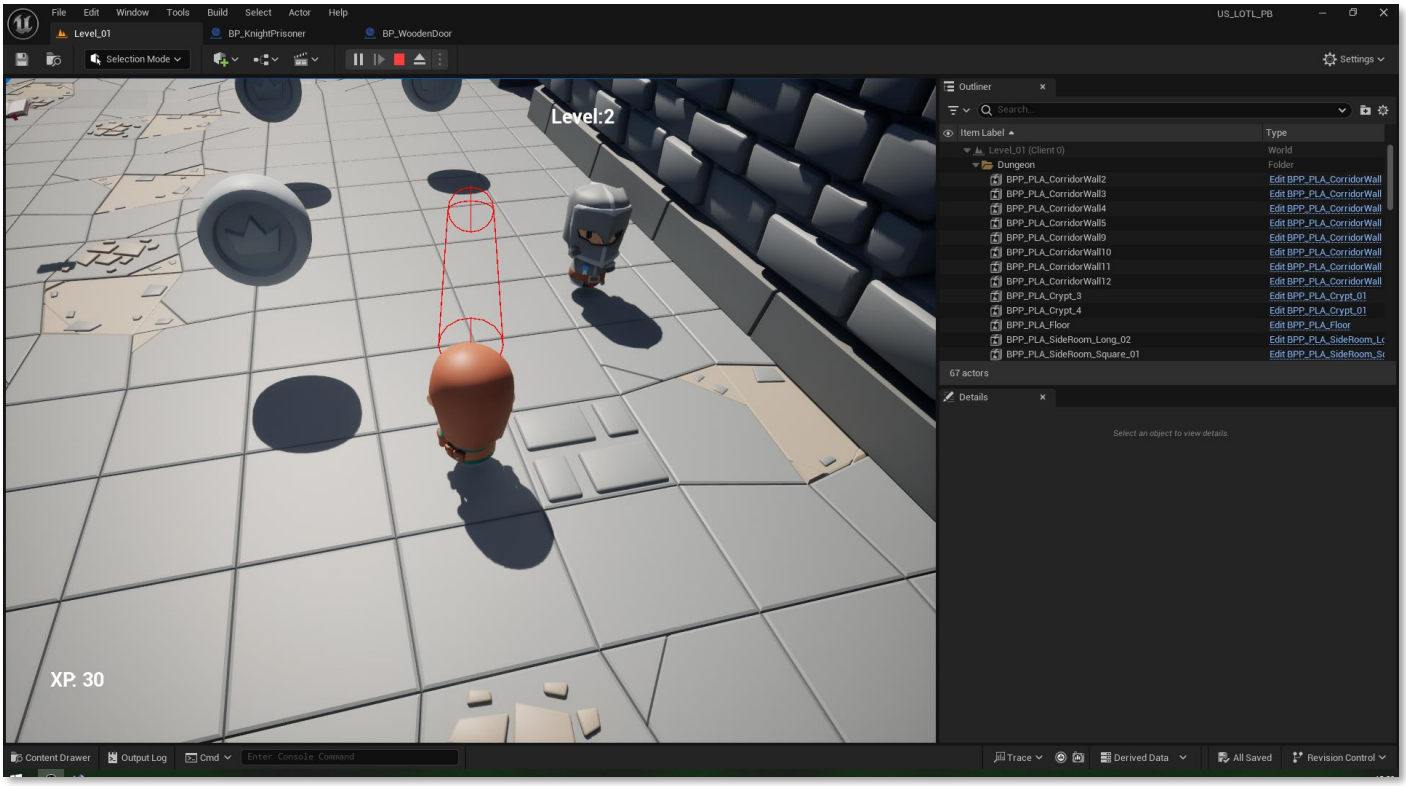

Fig 1.21: Screenshot showing cheer on interaction