Gameplay Abilities System set up

<https://docs.unrealengine.com/en-US/Gameplay/GameplayAbilitySystem/index.html>

Make sure “Gameplay Ability” Plugin is installed onto UE4.

Make sure to add the following code in the .build.cs

PublicDependencyModuleNames.AddRange(new string[] { "GameplayAbilities", "GameplayTags", "GameplayTasks", "Core", "CoreUObject", "Engine", "InputCore" });

Adding *#include “AbilitySystemInterface.h”* in the character c++ class header in order for GAS to recognize the component.

Adding *#include “AbilitySystemComponent.h”* in the character c++ class header in order to attach the component to the character.

Adding *#include “Abilities/GameplayAbility.h”* in the character c++ class header for the function AcquireAbility.

Have the class inherit *public IAbilitySystemInterface*

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Description automatically generated

In the .cpp file we created 2 new functions

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