Team Armor

05/10/2018

GAME 2341

Quiz 1

1. Open the Epic Games Launcher, click on the Unreal Engine 4 tab at the top of the window, the click ‘launch’. Once the next window has loaded, select the tab for ‘New Project’, then select the ‘First Person BluePrint Project’ from the choices below, set the name of your project, then click ‘create project’.
2. Modes Panel > Place > Basic > Cylinder (static mesh actor type).
3. Right Click in the content browser to create a folder for your materials, then in that folder, create a material and name it (red). From there, right click in the grid to search for ‘vectorparameter’ and select the found result. Double click the new node and change the color to red, then click OK. Drag the white input pin and connect it to the ‘base color’ pin for the red material. Compile and save it. Then select your cylinder in the viewport, in the details panel change the material to the color you just made.
4. Made it metallic and gave it some roughness
5. Go to the Event Graph tab, then search for a node called Event Hit, drag the execute pin from Event hit out into the graph and search for ‘set material’ and select ‘set material(StaticMeshComponent)’. Then under the Material dropdown list, look for your created material and select it.
6. Connect the event hit exec pin to cast to first person projectile, and the other pin to FPP object. Then take the exec pin from FPP and drag it to set material with the material being the red.
7. In the details panel, under the Transform section. Theres a mobility selection. You can change it to movable.
8. In the blueprint for the cylinder, create two variables Speed(float) and Direction(Vector). Make the direction variable editable and set its default value to -10 for the y-axis. In the event graph, create functions to: normalize the direction vector, get speed relative to time, get transform values of target, add speed and direction to current location.
9. Connect the functions that were set up previously to ‘set actor transform’ and connect that to a event tick node.
10. Add a Delay that connects to a FlipFlop. Connect the FlipFlop A to Set direction, and do the same with the FlipFlop B.
11. 2 stick inputs are turn rate and look up rate. 2 controller inputs are add controller pitch input and add controller yaw input.
12. H
13. H
14. Field of view. Zooming in and out to look through a barrel.
15. In the event graph of the firstpersoncharacter blueprint. Press alt and click on the pressed output execution pin of the inputactionzoom node to break connection. Drag a new wire out from pressed to empty space. Add timeline.
16. Open the blueprint called firstpersonprojectile. Look at the components panel and click on projectile. Adjust the initial speed and the max speed. To remove bouncing, on the projectile bounces section in the details panel, uncheck the box next to should bounce.