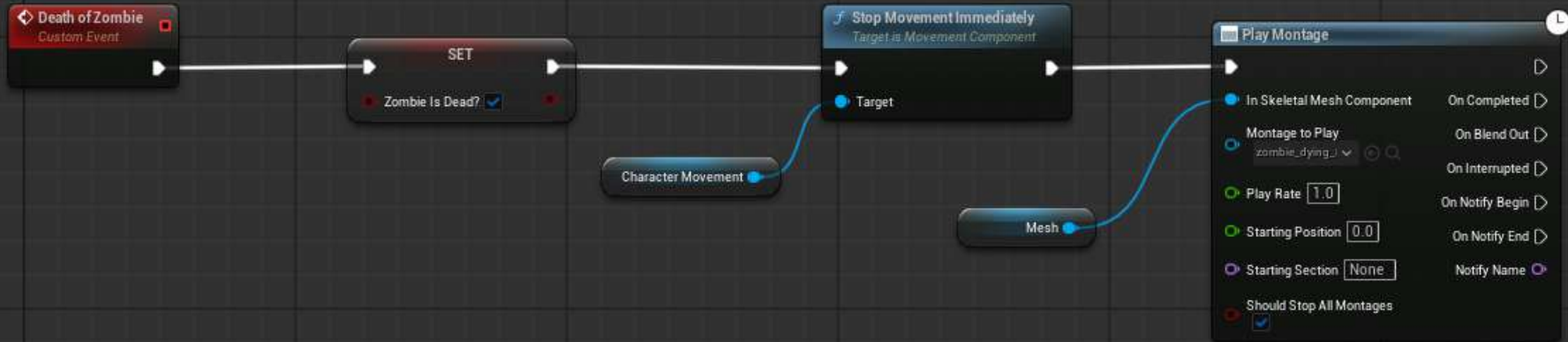
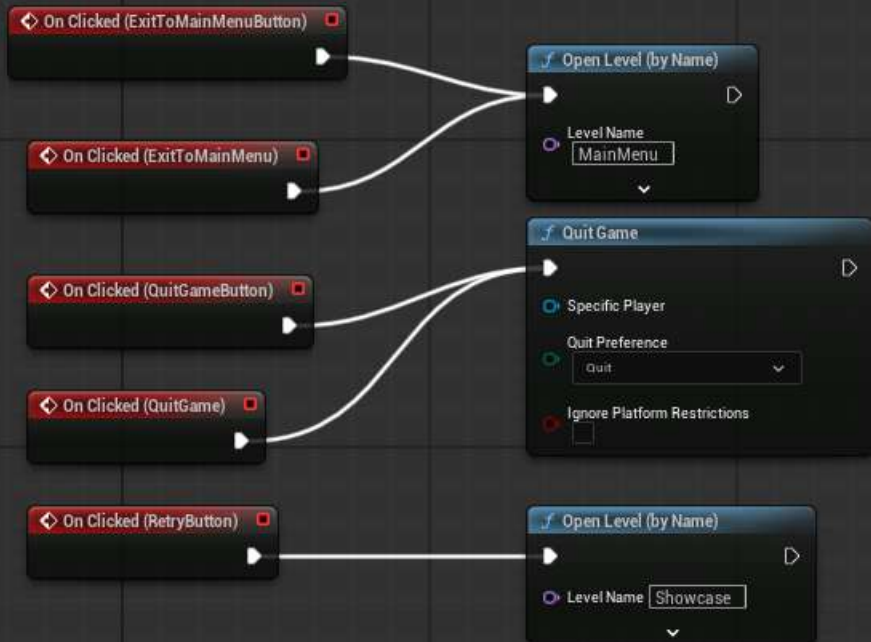


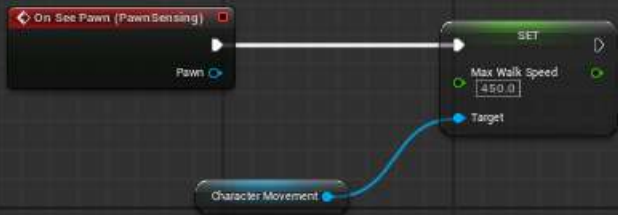
Stopping Zombie Movement Upon Death of Zombie



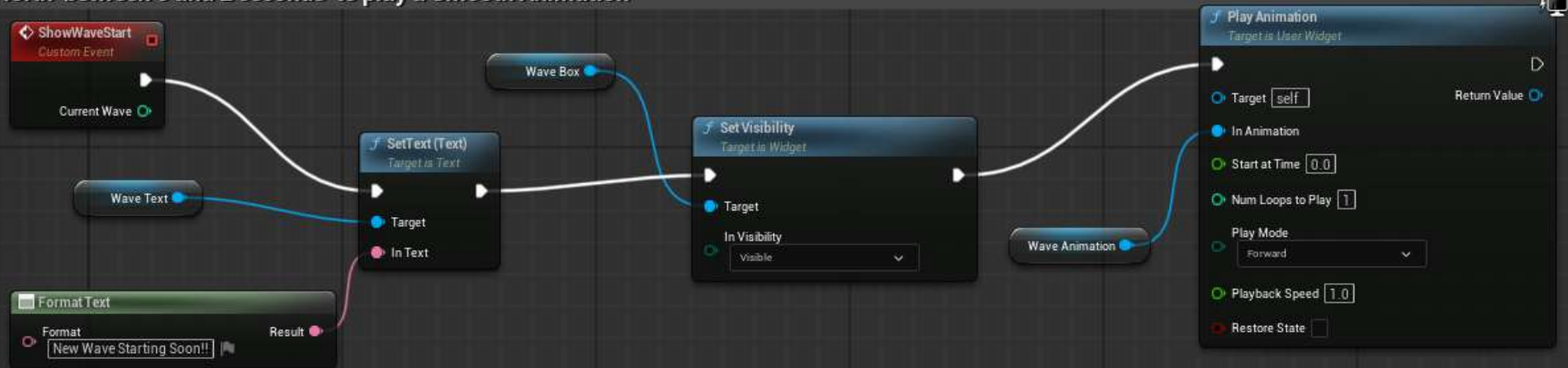
Binding the MenuButtons from the (Main_Widget_W) to Various Functions



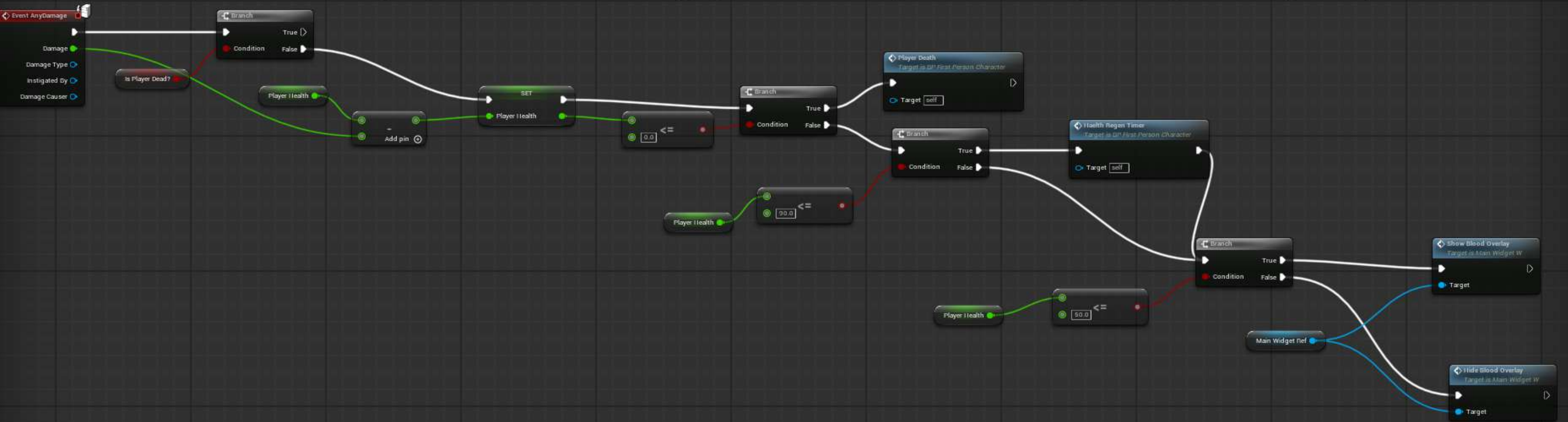
Increasing Zombie Speed Using the Pawn Sensing event to Increase zombie speed upon seeing The Player



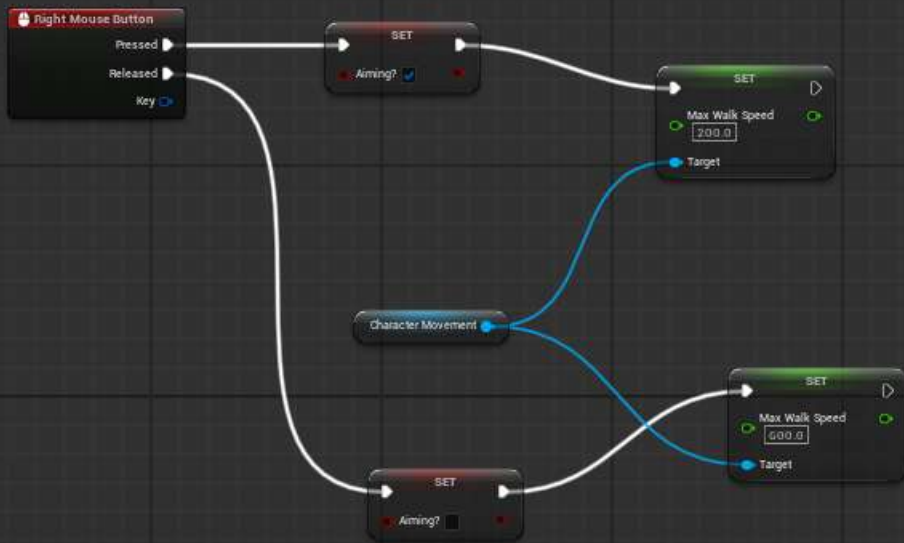
Show the Wave Starting Event and playing the Custom Animation made using the WaveBoxText in the MainWidget by Switching the Render opacity back and forth between 0 and 2 seconds to play a Smooth Animation



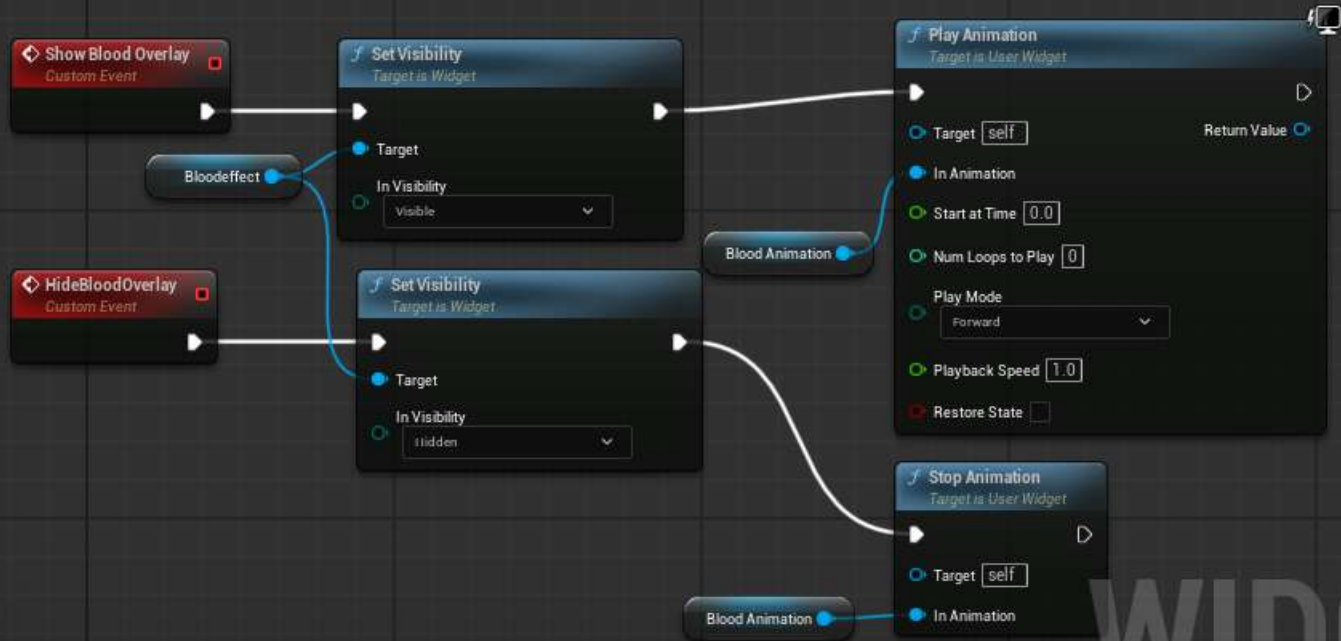
Damage Blueprint to Record Player current Hhealth after Recieving Damage and also show/hide an blood effect overlay going below certain Health . And Using A Custom event for Health Regeneration to regain health after every 5 seconds by 5HP



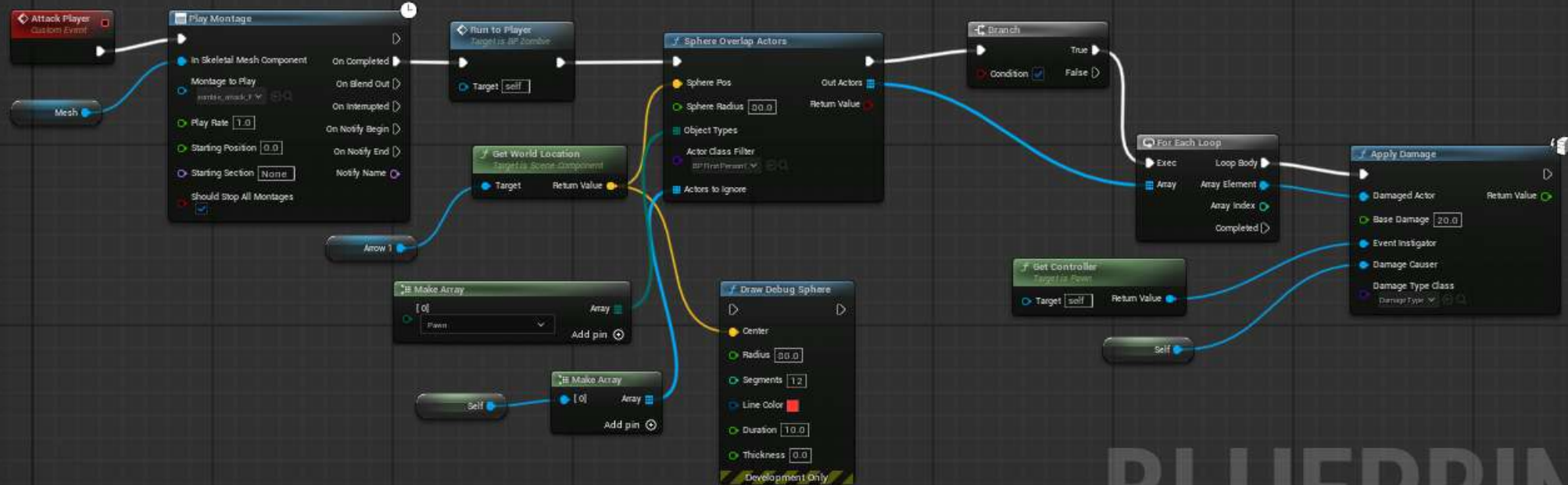
Aim Logic for Different Walking Speed While Aiming and Not Aiming



Showing and Hiding the Blood effect overlay animation (same using the render opacity)

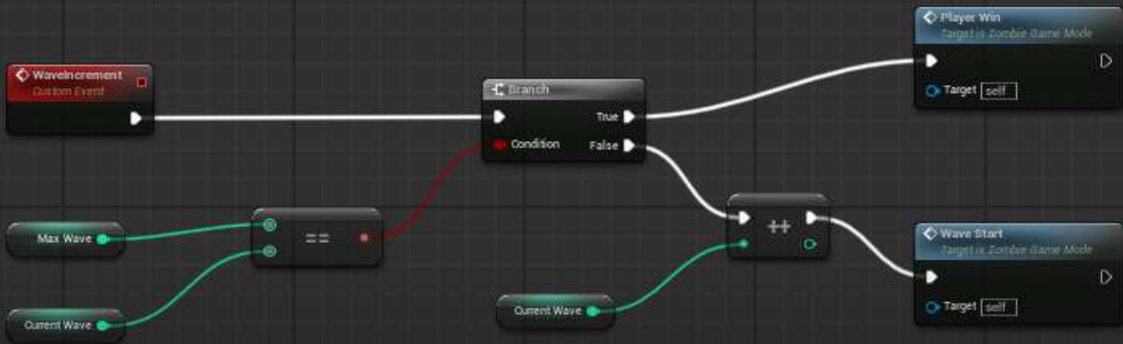


Zombie Attacks the player with A Custom animation made thru Blendspace and Apply damage to the player upon hit for 20 HP in Loop untill the zombie is killed

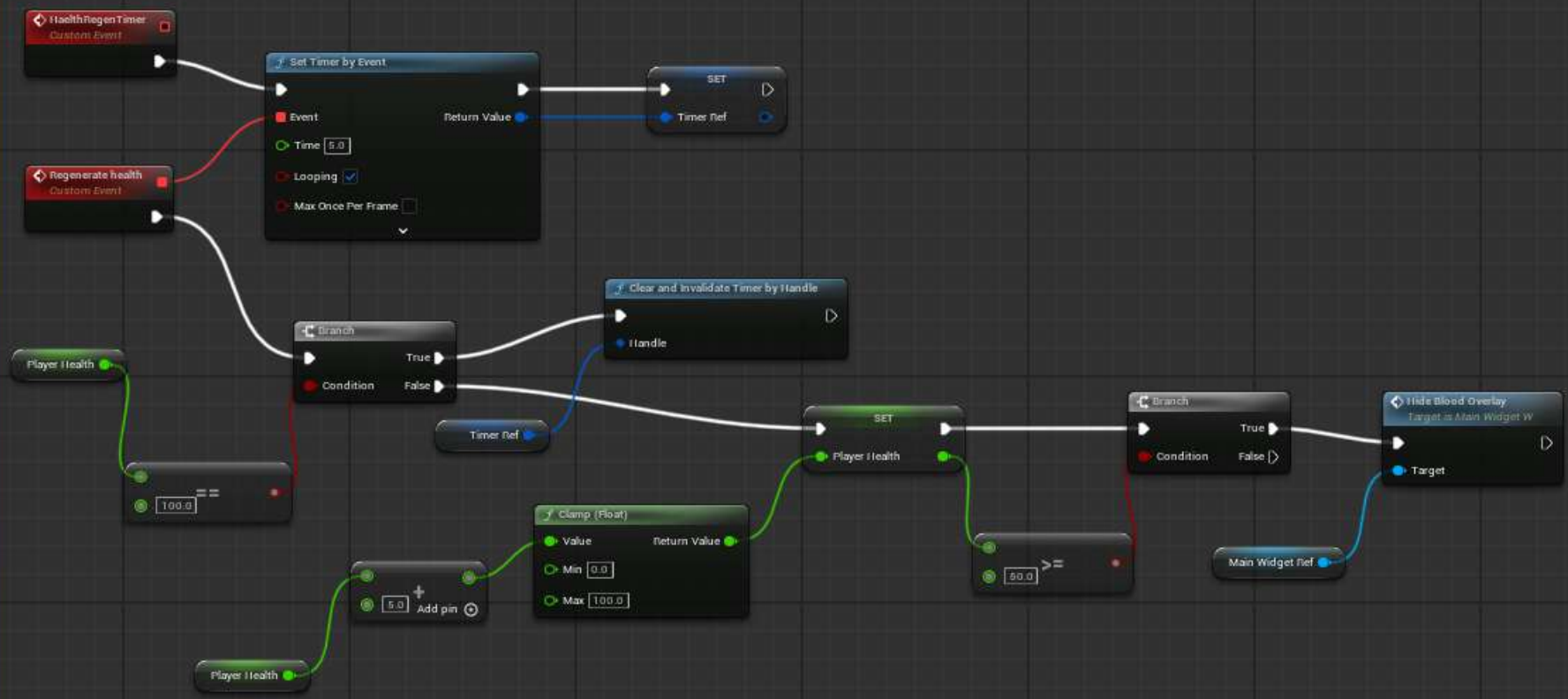


BLUEPRINT

Update Wave To Either Record Player Win or Spawn More Zombies Upon Next Wave



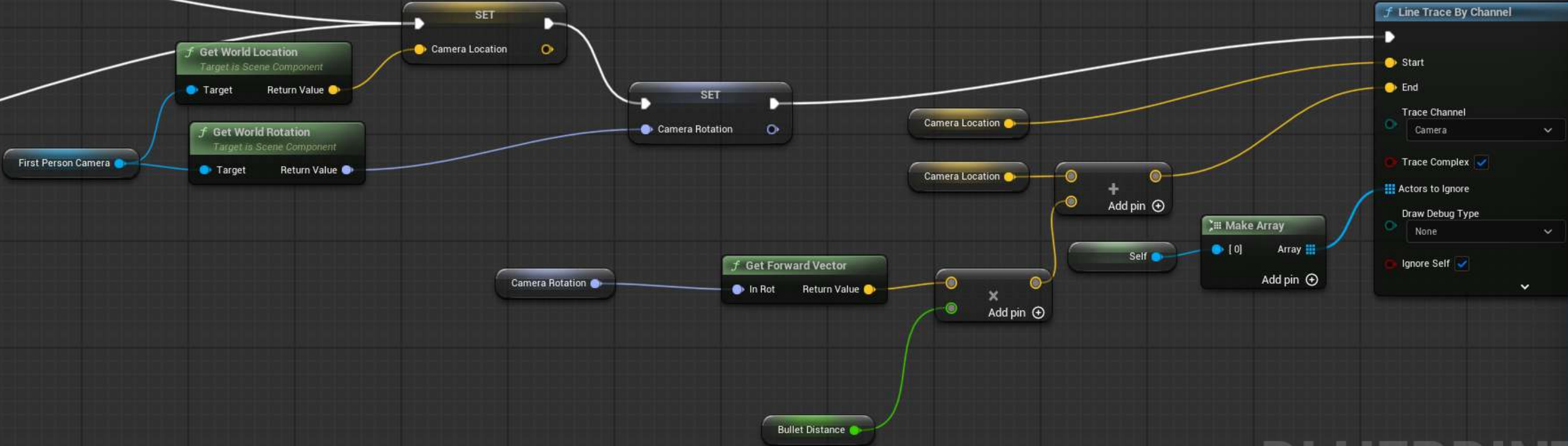
Making Customevent Health Regeneration if Health Goes Below 50



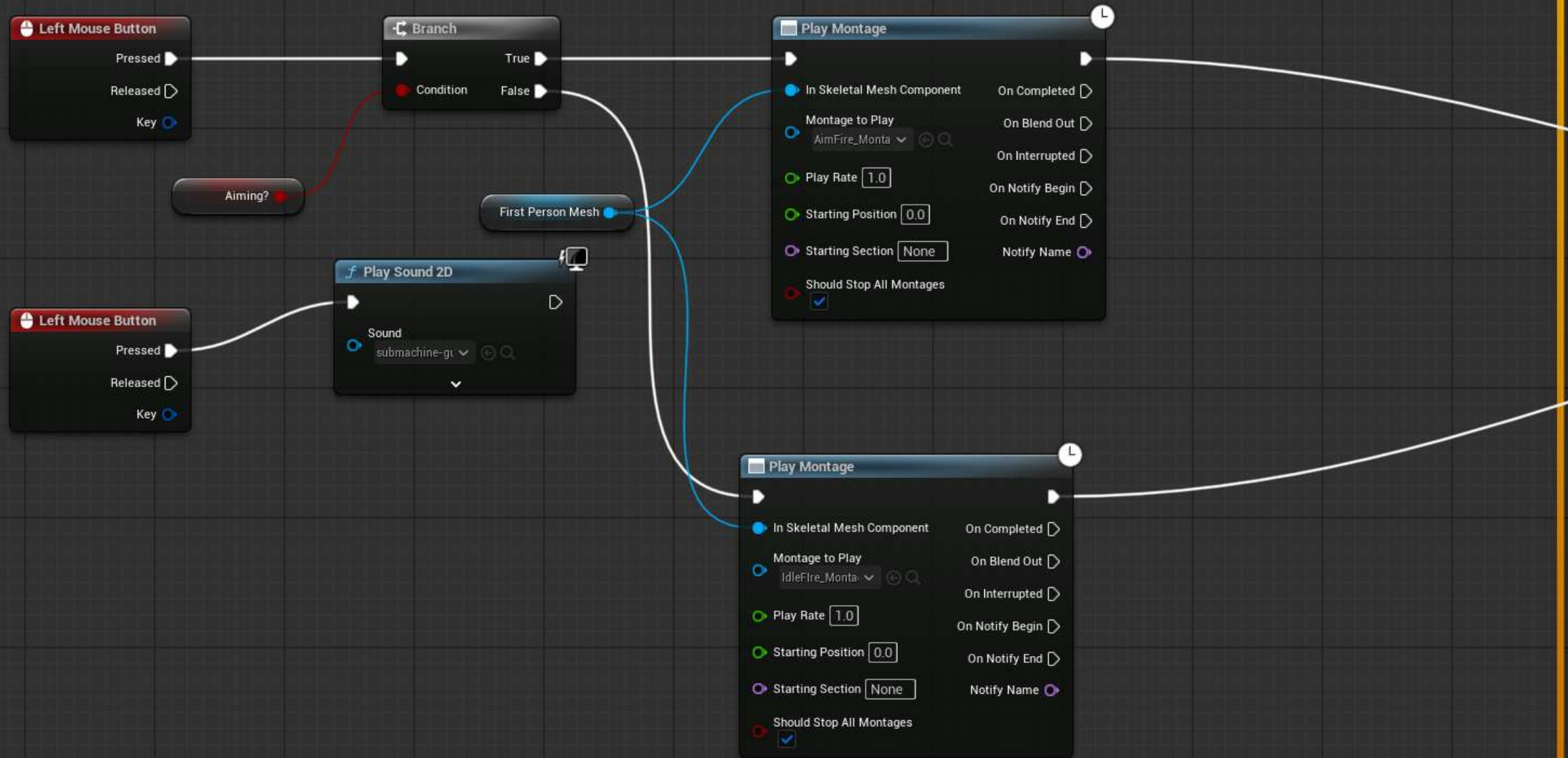
Playing Blood Hit effect upon succesfull hiting the Zombie Player



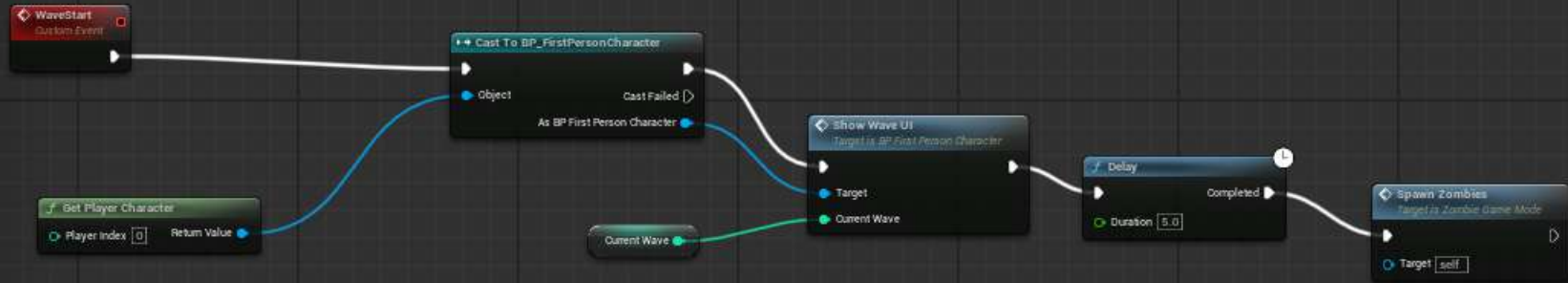
Adding Bullet Line Trace through Vector for Acuurate Mechanics of Shooting



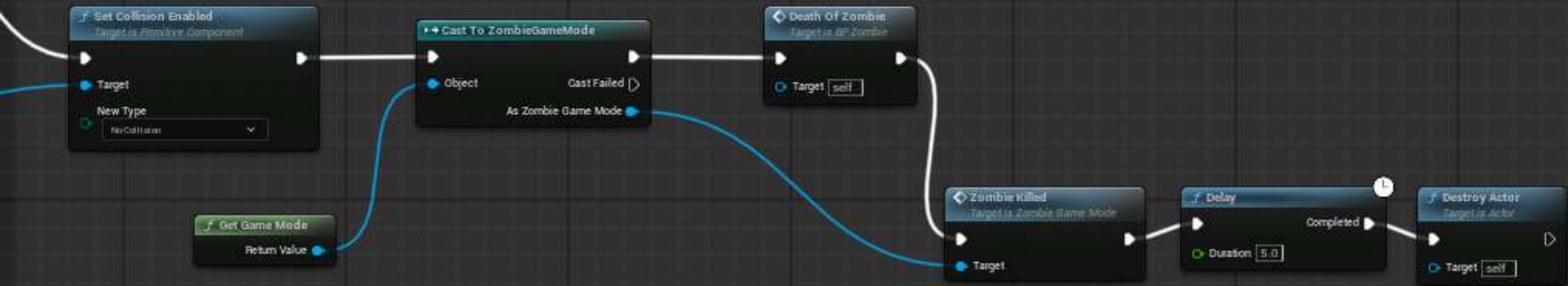
Creating and adding two different animation Montage for Aiming and idle Aiming and adding gun sound upon shoot Click



Start next wave



Removing Zombie from the Level after 5 seconds its killed



Implementing Physics Basic Shooting Surface so that Bullet has different Effects upon hitting Different Surfaces and also different damage for headshot and bodyshot

