### Developer

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## **First Person Shooter Tutorial**

Learn how to implement mechanics for a First Person Shooter game.

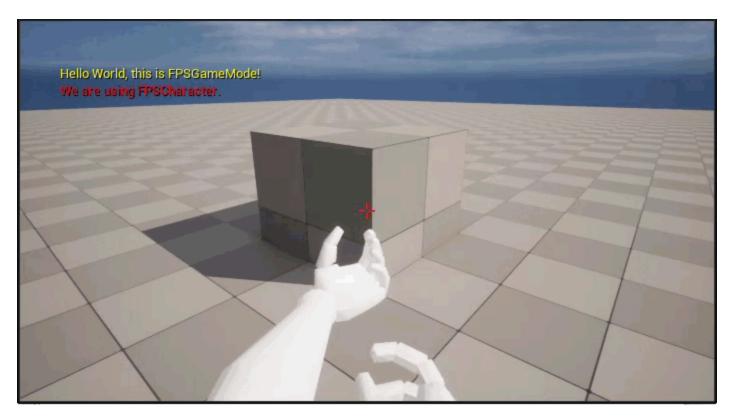


### PREREQUISITE TOPICS



In order to understand and use the content on this page, make sure you are familiar with the following topics:

• Setting Up Visual Studio



This is what you'll see at the end of this tutorial.

If you are brand new to the **Unreal Engine** (UE), you will probably want to read <u>Programming</u> <u>Quick Start</u> before starting this tutorial. That guide gives some good insight into using C++ in UE for seasoned programmers and new users alike.

If you have already been exposed to C++ in UE, but you are still not sure how to create a Pawn class or configure input, the <u>Player Input and Pawns</u> tutorial is a great place to start learning the C++ concepts and skills you will need to get started.

### Goals

The purpose of this tutorial is to show you how to build a basic First Person Shooter (FPS) using C++.

## **Objectives**

By the end of this tutorial you will be able to:

- Set up a Project
- Implement a Character

- Implement a Projectile
- Animate a Character

# **Sections**

- <u>Setting up your Project</u>
- Implementing your Character
- Implementing Projectiles
- Adding Character Animation