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# Gameplay Tutorials

Tutorials for re-creating common gameplay elements.



This section contains tutorials for how to use Unreal Engine's systems to re-create common gameplay features.



## Adding Components to an Actor

A tutorial for adding Components to Actors.



## Setting Up Character Movement

In this Tutorial, you will create a playable character that exhibits different forms of Character Movement.



## Finding Actors

A tutorial on how to find Actors in your scene by using Blueprint Scripting / C++.



## **Respawning a Player Character**

A tutorial for respawning player characters in Unreal Engine.



## **Saving and Loading Your Game**

Overview of how to save and load your game



## **Possessing Pawns**

A tutorial for possessing different pawns in Unreal Engine.



## **Setting Up a Game Mode**

A tutorial for setting up a Game Mode in Unreal Engine.



## **Using the OnHit Event**

A tutorial to for using the OnHit Event in Unreal.