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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 [Programming Quick Start](#) 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 [Player Input and Pawns](#) 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

- [Setting up your Project](#)
- [Implementing your Character](#)
- [Implementing Projectiles](#)
- [Adding Character Animation](#)