

Assignment 2

Game Development with Unreal Engine

Introduction

This will be your second assignment. You have to work with the **Widget Blueprint** and material parameters to create a simple user interface that allows you to change a material's parameters at runtime.

Environment

Create a simple environment that supports your story.

Interactions

You'll have to figure out how to communicate between the widget blueprint and material parameters. This comes under blueprint communication and I've written a bit about these in the second part of my notes for week 2.

Hints

This is a little tricky to do, so, some hints:

- You can access the materials of a mesh in your blueprints by using the **Get Material** node. To change a parameter, you need this material to be *dynamic*, find a node that does this.
- Your system should work when there are multiple instances of the same blueprint in the world. I'll give a hint for this after a few days.

My attempt



The demo video can be found [here](#).

I created three interfaces.

- One allowed me to change the brightness of the street lights.
- One allowed my control over the headlights of the car.
- One allowed me to change the hue of the barriers.