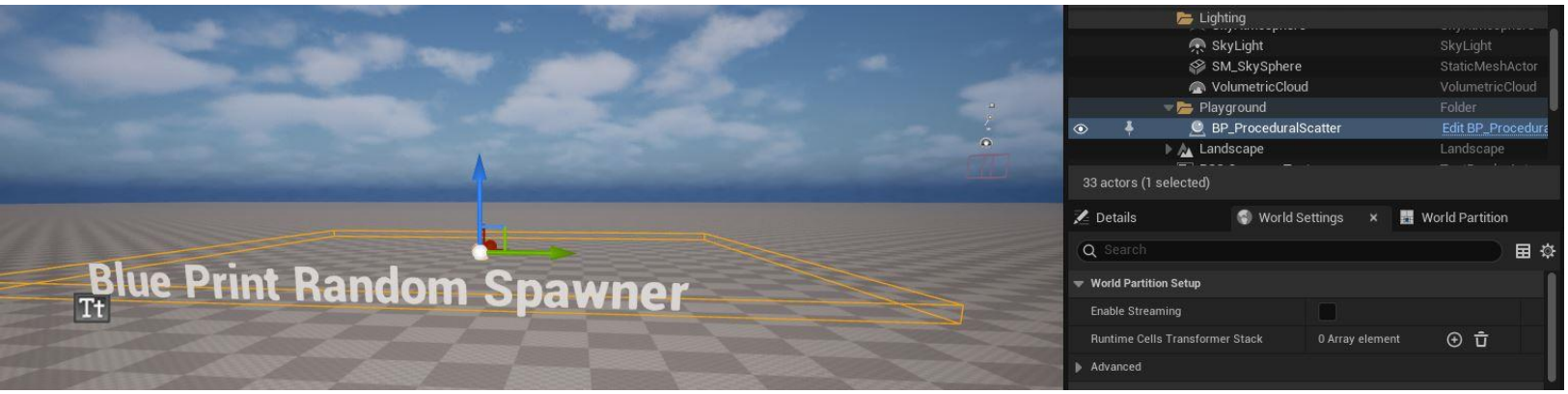
Assignment 4.B

Reflective:

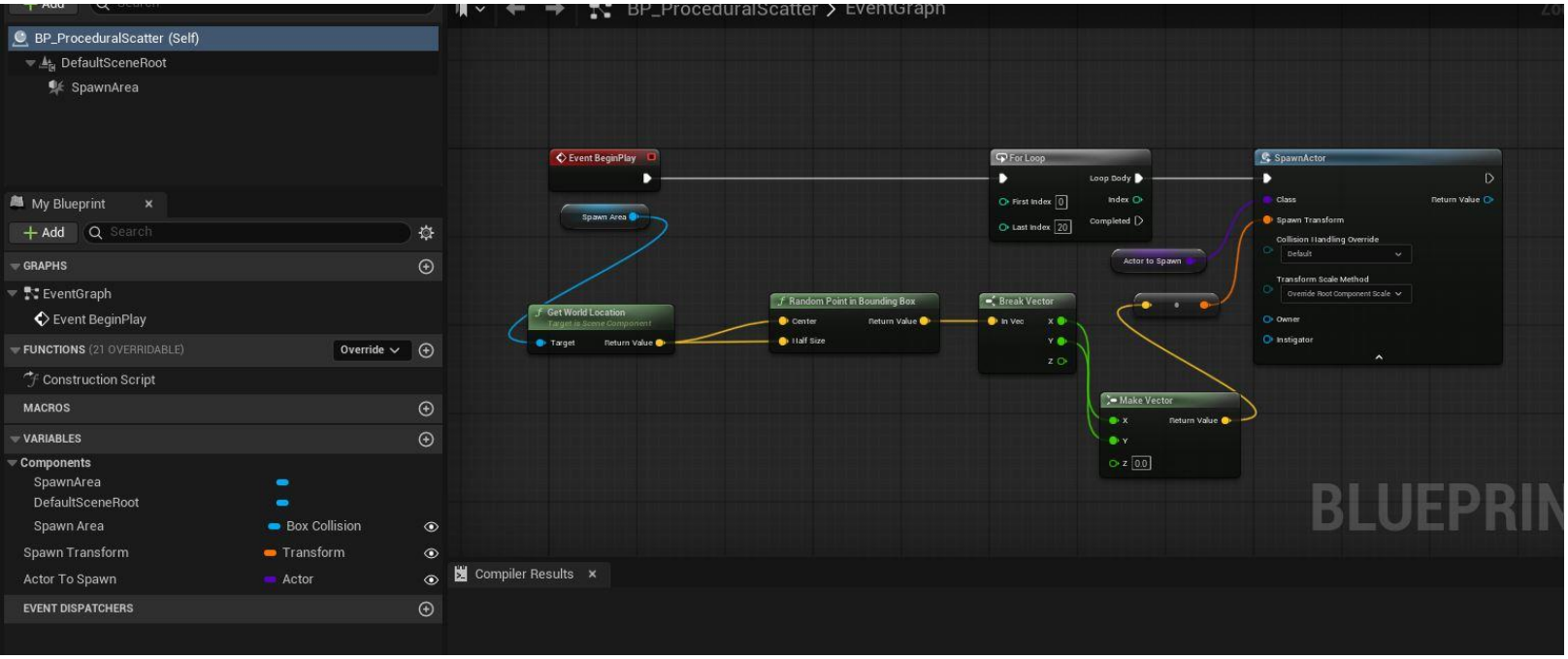
PCG Graph and C++ Random Spawning methods both feel the most flexible while designing but BP Random Spawning method feels the easiest.

Part 2.1 ~ Blueprint Random Spawning.

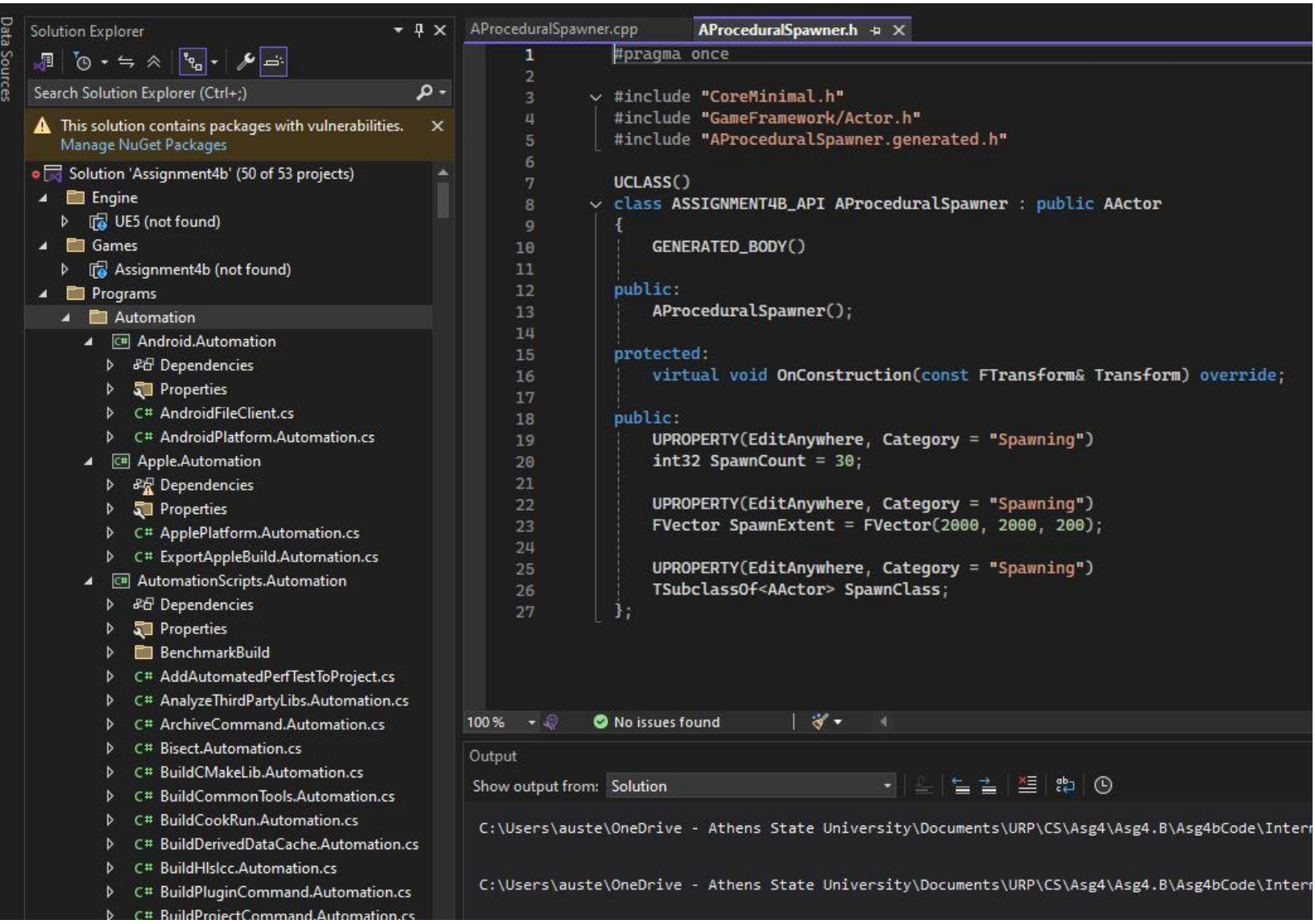
Part 2.2



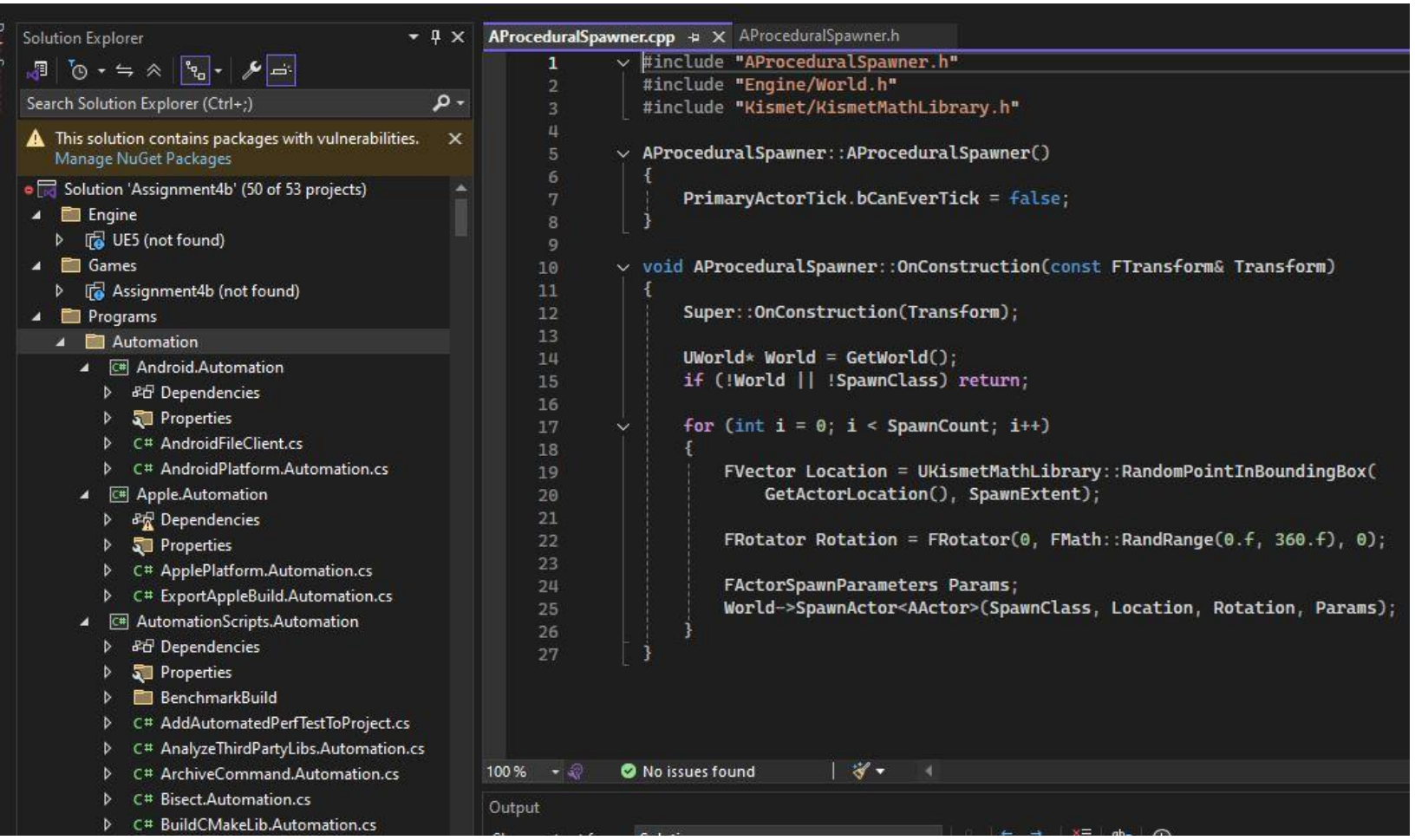
Part 2.3 ~ Blueprint Code



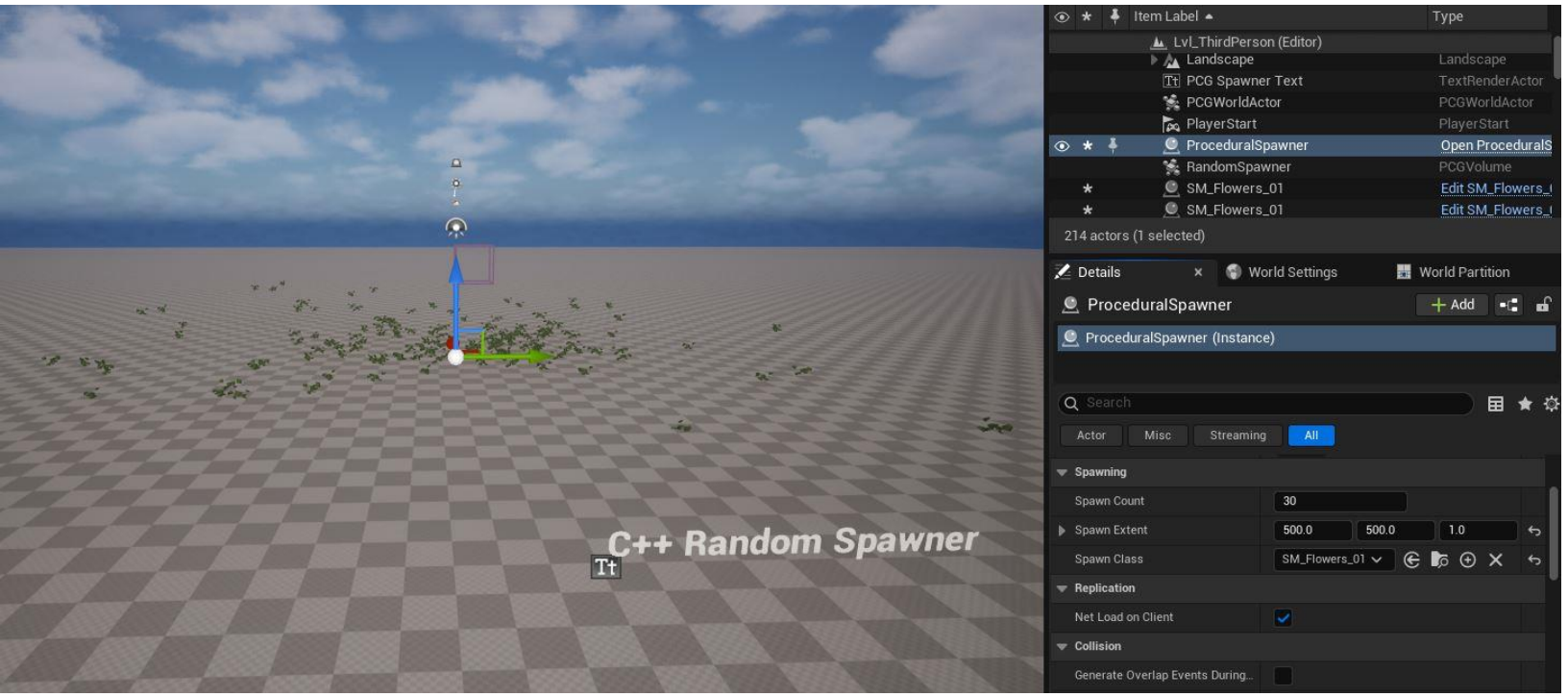
Part 3.1 ~ Header File



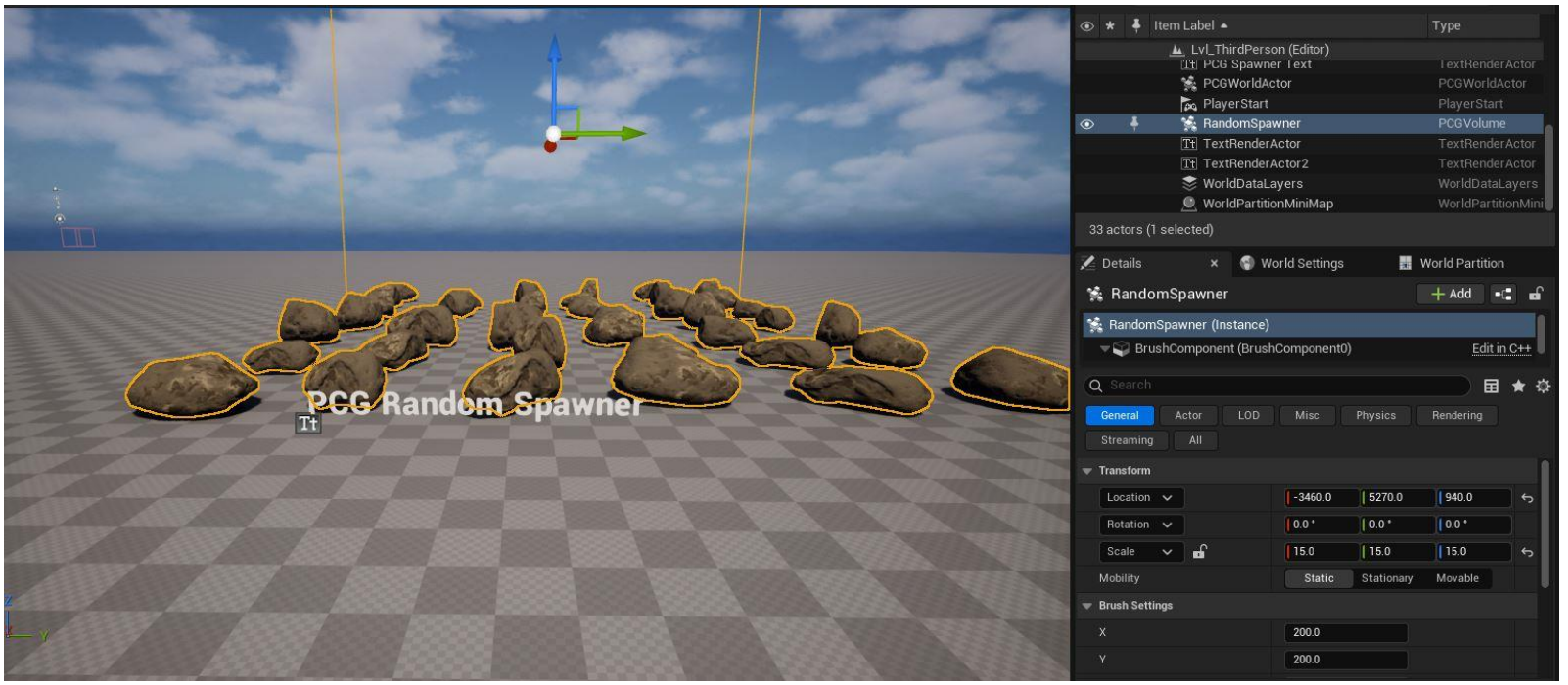
Part 3.2 ~ CPP file



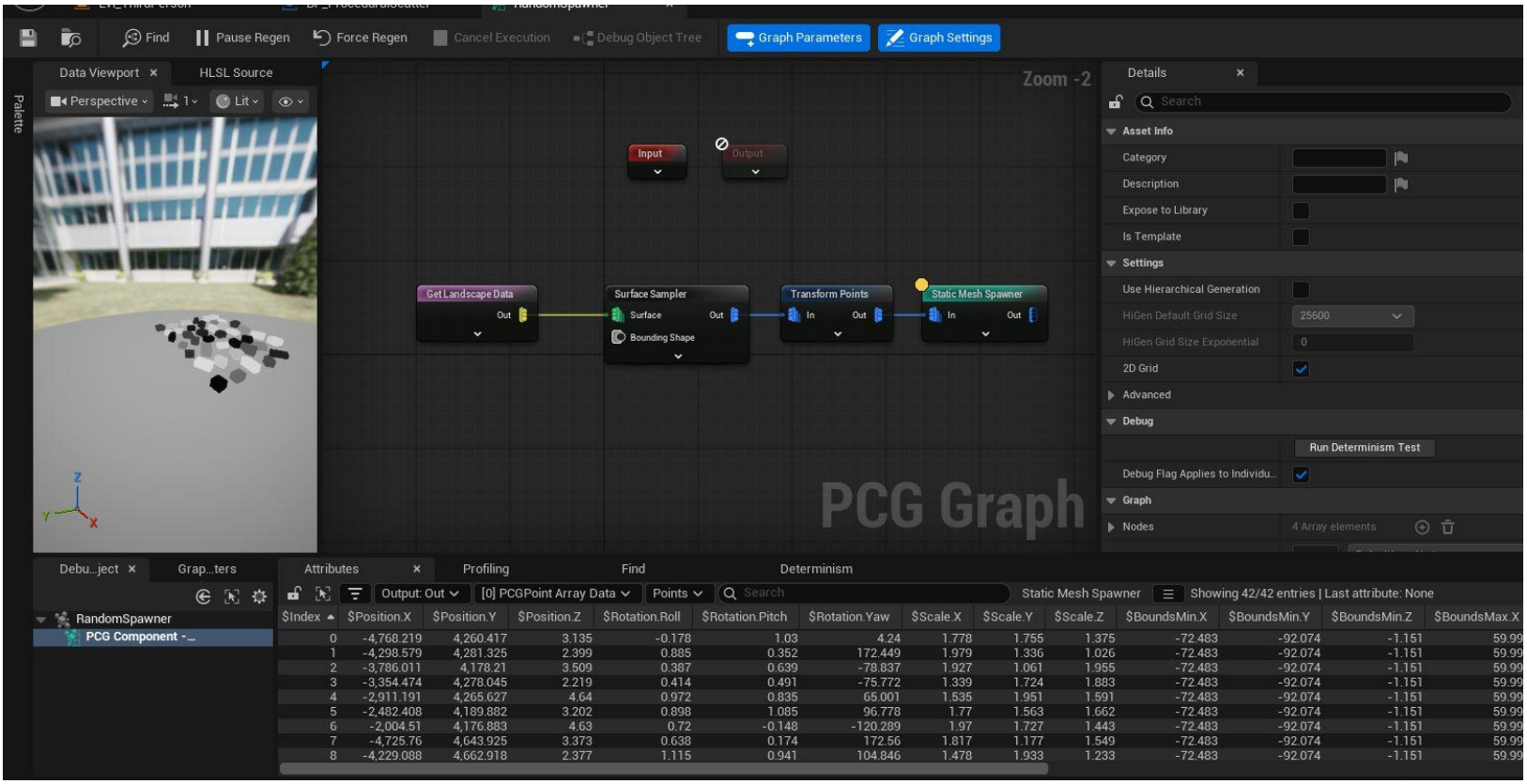
Part 3.3 ~ Spawned objects



Part 4.1 ~ PCG Random Spawning



Part 4.2 ~ PCG Code



$Index	$Position.X	$Position.Y	$Position.Z	$Rotation.Roll	$Rotation.Pitch	$Rotation.Yaw	$Scale.X	$Scale.Y	$Scale.Z	$BoundsMin.X	$BoundsMin.Y	$BoundsMin.Z	$BoundsMax.X
0	-4,768.219	4,260.417	3.135	-0.178	1.03	4.24	1.778	1.755	1.375	-72.483	-92.074	-1.151	59.99
1	-4,298.579	4,281.325	2.399	0.885	0.352	172.449	1.979	1.336	1.026	-72.483	-92.074	-1.151	59.99
2	-3,786.011	4,178.21	3.509	0.387	0.639	-78.837	1.927	1.061	1.955	-72.483	-92.074	-1.151	59.99
3	-3,354.474	4,278.045	2.219	0.414	0.491	-75.772	1.339	1.724	1.883	-72.483	-92.074	-1.151	59.99
4	-2,911.191	4,265.627	4.64	0.972	0.835	65.001	1.535	1.951	1.591	-72.483	-92.074	-1.151	59.99
5	-2,482.408	4,189.882	3.202	0.898	1.085	96.778	1.77	1.563	1.662	-72.483	-92.074	-1.151	59.99
6	-2,004.51	4,176.883	4.63	0.72	-0.148	-120.289	1.97	1.727	1.443	-72.483	-92.074	-1.151	59.99
7	-4,725.76	4,643.925	3.373	0.638	0.174	172.56	1.817	1.177	1.549	-72.483	-92.074	-1.151	59.99
8	-4,229.088	4,662.918	2.377	1.115	0.941	104.846	1.478	1.933	1.233	-72.483	-92.074	-1.151	59.99