2D Shooting

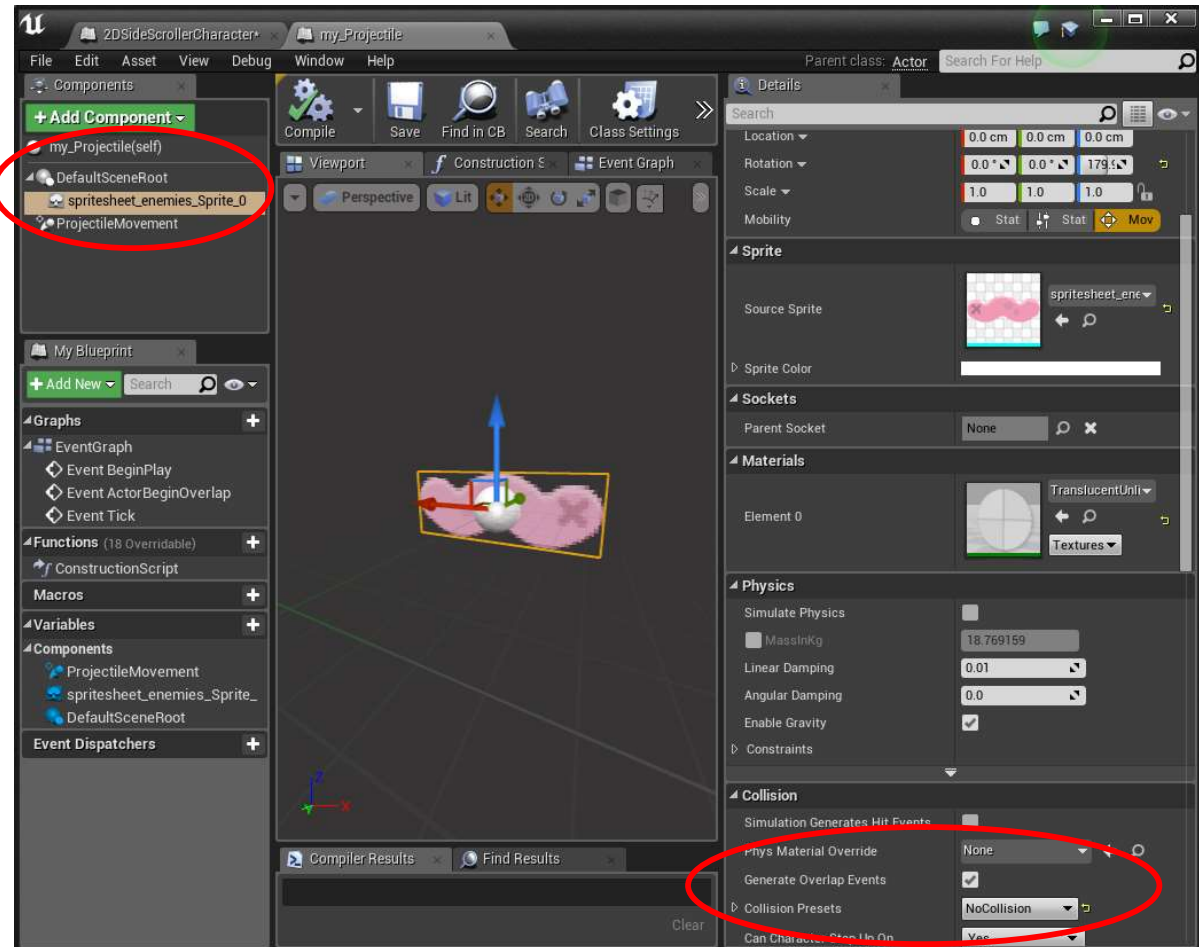Steven Harris

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On the 2D character Blueprint, Event Graph tab:
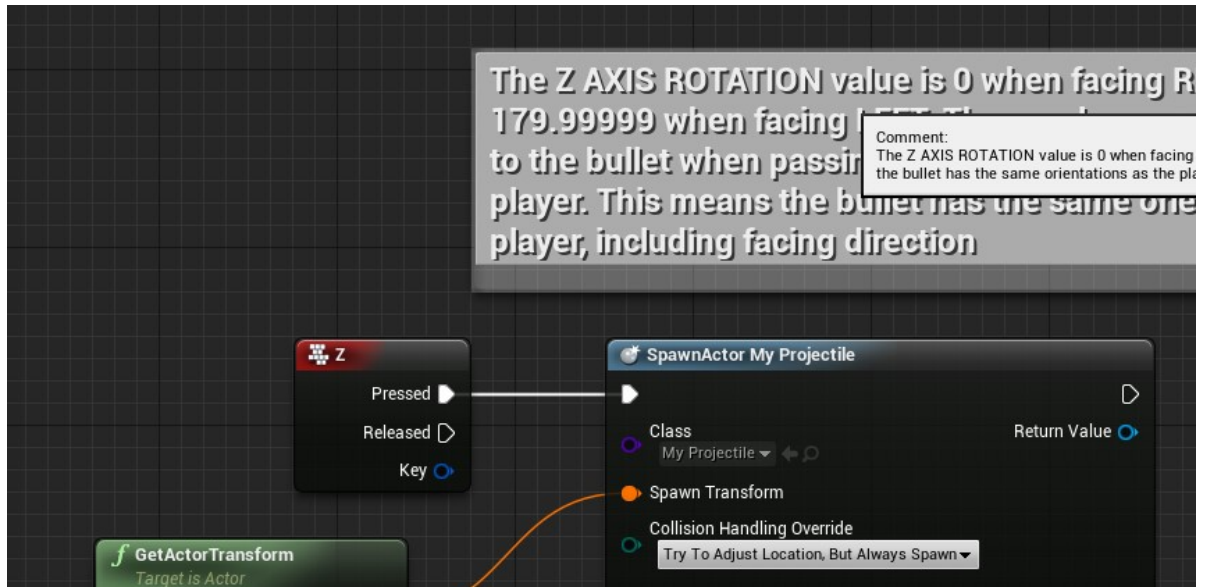
In the CLASS parameter of SPAWN ACTOR, select the name of your own projectile class.

2. PROJECTILE BLUEPRINT

Add a 2D sprite to act as the projectile. Also add a ProjectileMovement component, as in the screenshot below. On the sprite, make sure collisions are turned off, see below.

On the Projectile Movement component