

Unreal Code lab

[Document subtitle]



[Date]

[Company name]

[Company address]

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# 1. Revision History

|  |  |
| --- | --- |
| **Version** | **Description** |
| 1.0 | Initial document |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

# 2. Development Environment

## 2.1 Game Engine

Unreal Engine 4.26

## 2.2 IDE

Visual Studio 2019

## 2.3 Source Control

System: Git

Client: GitHub Desktop

## 2.4 Third Party Libraries

N/A

## 2.5 External Software

N/A

# 4. Controls

|  |  |
| --- | --- |
| **MOUSE & KEYBOARD** | |
| **Action** | **Input** |
| Enter / Confirm / Accept | Left mouse click / Enter |
| Cancel / Return | Right mouse click / Escape |

# 5. Mechanics

# 6. Systems

## 6.1 Classes

Character Base: Ability system interface, Attribute set, dialogue interface (custom)

* Player Character: Controls, UI widgets,
* Enemy Character: AI

Item Base:

* Gear: Ability system interface, Attribute set
* Consumable

# 7. Graphics

TBD – currently working without artists

# 8. Artificial Intelligence

# 9. Physics

TBD

# 11. Items

## 11.1 Weapons

|  |  |  |
| --- | --- | --- |
| **Name** | **Stats** | **Description** |
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|  |  |  |

## 11.2 Gears

## 11.3 Consumables

# 12. Interface

## 12.1 Start Menu

# 13. File and Programming Standards

## 13.1 File Guidelines

DO:

1. Name files and folders appropriately and use prefixes and suffixes when necessary.

DO NOT:

1. Delete a file that you have not created or added yourself without consulting the owner.

## 13.2 Programming Guidelines

DO:

1. Refer to the following standards set by Unreal Engine: <https://docs.unrealengine.com/en-US/ProductionPipelines/DevelopmentSetup/CodingStandard/index.html>

DO NOT:

1. Change the code of another programmer without consulting them

# 14. Asset List

|  |  |  |
| --- | --- | --- |
| **File Name** | **File Type** | **Description** |
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