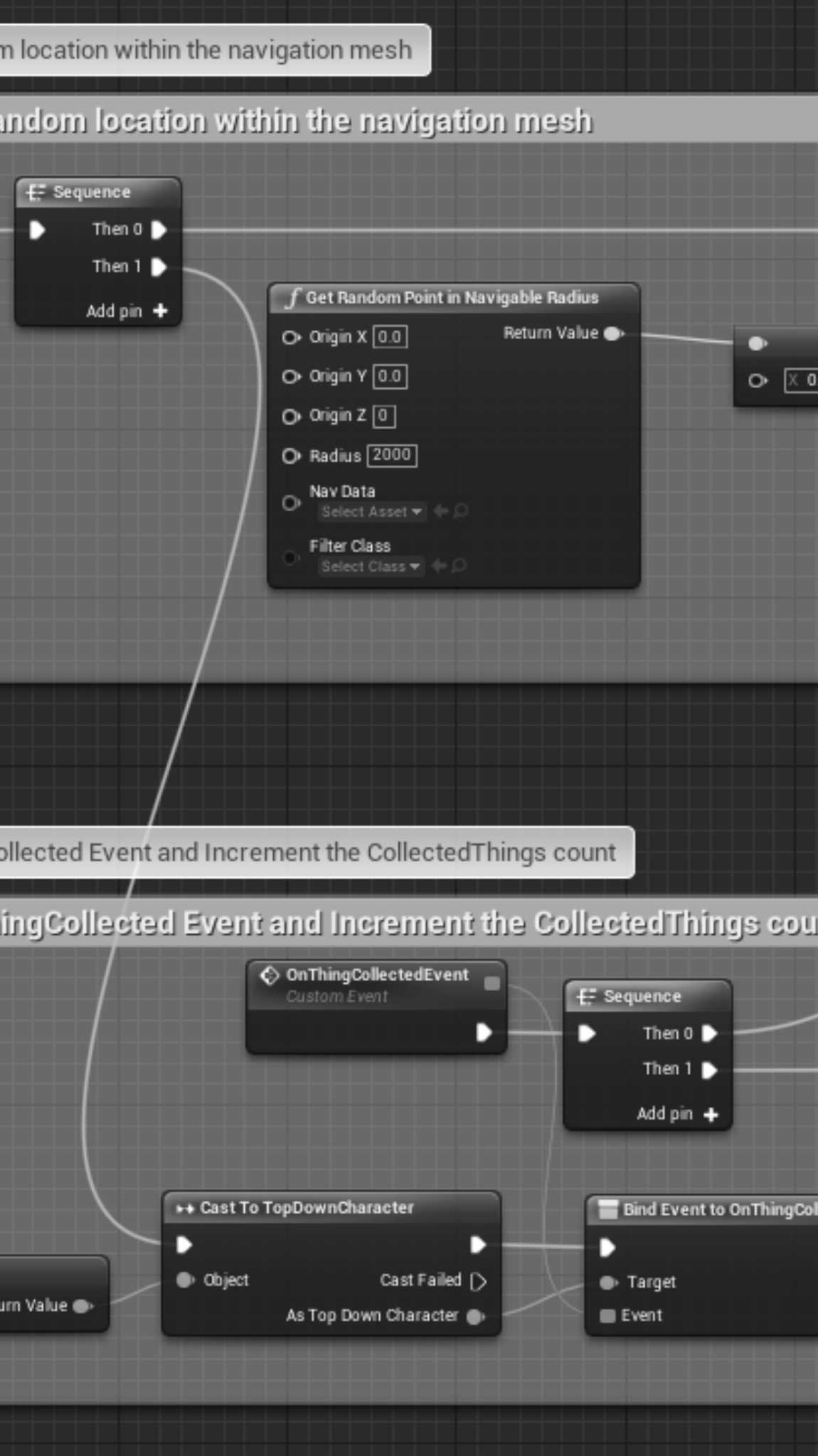JUSTIN WALSH

COLLECT ALL THE THINGS

LET US BLUEPRINT

▶ Wires, Pins, and Nodes

▶ Actor Blueprint vs Level Blueprint

▶ Remember Things - Programmers Call it a Variable

▶ Communicate with Others aka Events

▶ Q & A

PROJECT IS ON GITHUB

https://github.com/UnrealPhx/CollectAllTheThings