**Research links**

**Projectile Trajectory**

<https://www.youtube.com/watch?v=Rh8-S4m9Huk&list=PL8DfVXEyUb9XCje9eyKtLvVqL8Tt9VHF2> (UE4 Projectile Trajectory)

<https://www.youtube.com/watch?v=jBMA0H1y8fw> (Unreal Engine 4 Projectile Trajectory)

# <https://www.youtube.com/watch?v=2tW7X3YrhBU> (Unreal Engine: Catapult and trajectory with APEX – destruction)

# <https://www.youtube.com/watch?v=xCVfQOYyqQA>

# Projectile Path Tracer - UE4 Asset

# <https://www.youtube.com/watch?v=0nTfU8H1zh4> (UE4 tutorial - Projectile Prediction)

# <https://forums.unrealengine.com/development-discussion/blueprint-visual-scripting/5225-video-drawing-projectile-trajectory>

# <https://docs.unrealengine.com/latest/INT/BlueprintAPI/Game/PredictProjectilePathByObjectTyp-/>

# <https://www.unrealengine.com/marketplace/projectile-path-tracer>

# <https://answers.unrealengine.com/questions/140152/how-to-create-grenade-arc-using-blueprint.html>

# <https://docs.unrealengine.com/latest/INT/Gameplay/HowTo/UseRaycasts/Blueprints/index.html>

# <https://www.reddit.com/r/unrealengine/comments/3bi1yy/short_video_showing_how_to_calculate_the_time/>

# <https://forums.epicgames.com/udk/udk-development/udk-programming-and-unrealscript/280164-plotting-and-drawing-projectile-path>

# Power meter

# <https://www.youtube.com/watch?v=xXQeB780yZE> (UE4 Blueprint In-Game-Scaleable Projectile Force)

# <https://www.youtube.com/watch?v=sWnjncGcWHY> Realistic Projectile Physics Blueprint for UE4

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# <https://www.youtube.com/watch?v=t6hXq7Sc-lw> (UE4 Kitten Cannon Recreation Cannon Ball Pt. 2 | A Blueprint Tutorial by Devin Sherry

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# <https://www.youtube.com/watch?v=L3CoWUHS5TE> (Let's Create Megaman Charge Shot - Blueprints #19 [Unreal Engine 4 Tutorial])

<https://answers.unrealengine.com/questions/21488/charge-weapon-hold-down-button.html>

<https://forums.unrealengine.com/development-discussion/blueprint-visual-scripting/17941-charge-weapon>