

Compulsory 1 | Programming 2

Important

The build is located inside of the Windows folder inside of the Unreal project zip file. In the game you may pick up stuff with the 'E' key, and open the inventory with the 'I' key.

Which game has the worst item pickup system?

I believe the game with the worst pickup system is Minecraft. Not only does the player have to wait for a certain time to pick items up after they are dropped, but there is also a hidden mechanism (Minecraft.wiki, 2025) which states that players who have logged on a server before another will have priority over who picks up dropped items if they are all within the item's pickup range, meaning the player who logged on first in a Minecraft server can always steal items dropped by other players accidentally.

Which game has the best item pickup system?

Of all the games I have played, I think the game with my favorite pickup system might be from Terraria. In that game items get sucked (wiki.gg, 2024) towards the player if they are within a certain radius, and this radius can be increased by wearing certain accessories or being under certain potion effects; this can make picking up items both more efficient and more satisfying.

Advantages of using enhanced input system

One advantage is that it becomes easier to rebind keys should the game be made for different platforms, like pc and playstation; Enhanced Input (Epic Games, 2025) provides a per-platform Mapping Context Redirect that allows you to do this easily. Another advantage is that actions which use the same key functions can be changed during different circumstances, like when the player is running, walking, or crouching, all of which may use the same keys.

How the task was approached

I started all over again since I moved over to C++ instead of blueprints. I must admit that I messed up big time by updating Unreal Engine to a newer version and deleting the old version, thinking nothing of it, which led me to not being able to open my newly made project, and I had to start over with yet another project and spent a lot of time creating the same Unreal Engine assets I used to have, as well as copying the code over. But after a lot of errors I got it to work and could continue. Again, I watched various tutorials to get everything working in the end. This time I did everything in C++ except for the buttons that needed to be pressed inside of Unreal Engine, as well as initiating the user widgets and actors.

Self reflection

I learned a lot of stuff about Unreal Engine and C++. This time I somewhat learned how to make a very simple and a bit messy inventory system. I also learned not to delete any Unreal Engine version before I know it is compatible with my projects. This sounds stupid to have to say, but here I am, haha.

Github link

<https://github.com/Wortex02/UpdatedComp1Prog2>

References

Minecraft.wiki. (2025, January 3). *Item (Entity)*. Minecraft Wiki.

[https://minecraft.wiki/w/Item_\(entity\)](https://minecraft.wiki/w/Item_(entity))

Wiki.gg. (2024, October 7). *Items*. Terraria Wiki. <https://terraria.wiki.gg/wiki/Items#Pickup>

Epic Games. (2025). *Enhanced Input*. Epic Games.

[https://dev.epicgames.com/documentation/en-us/unreal-engine/
enhanced-input-in-unreal-engine](https://dev.epicgames.com/documentation/en-us/unreal-engine/enhanced-input-in-unreal-engine)