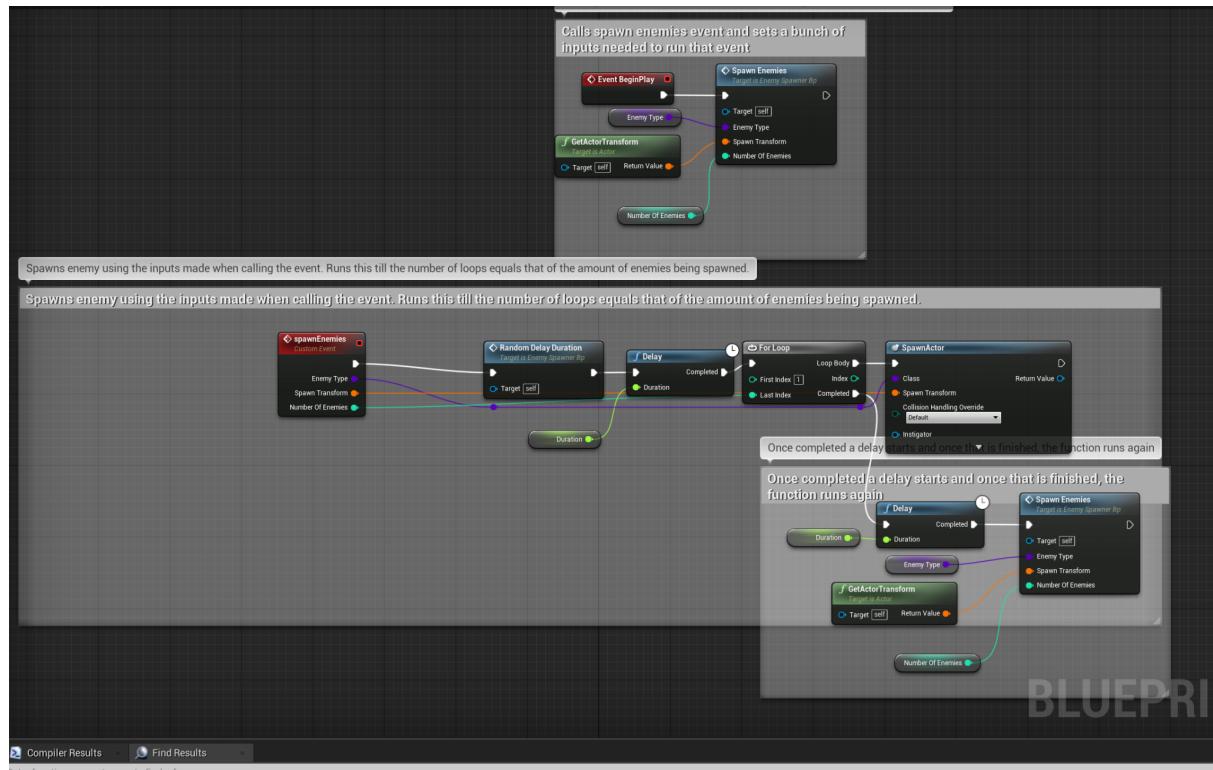


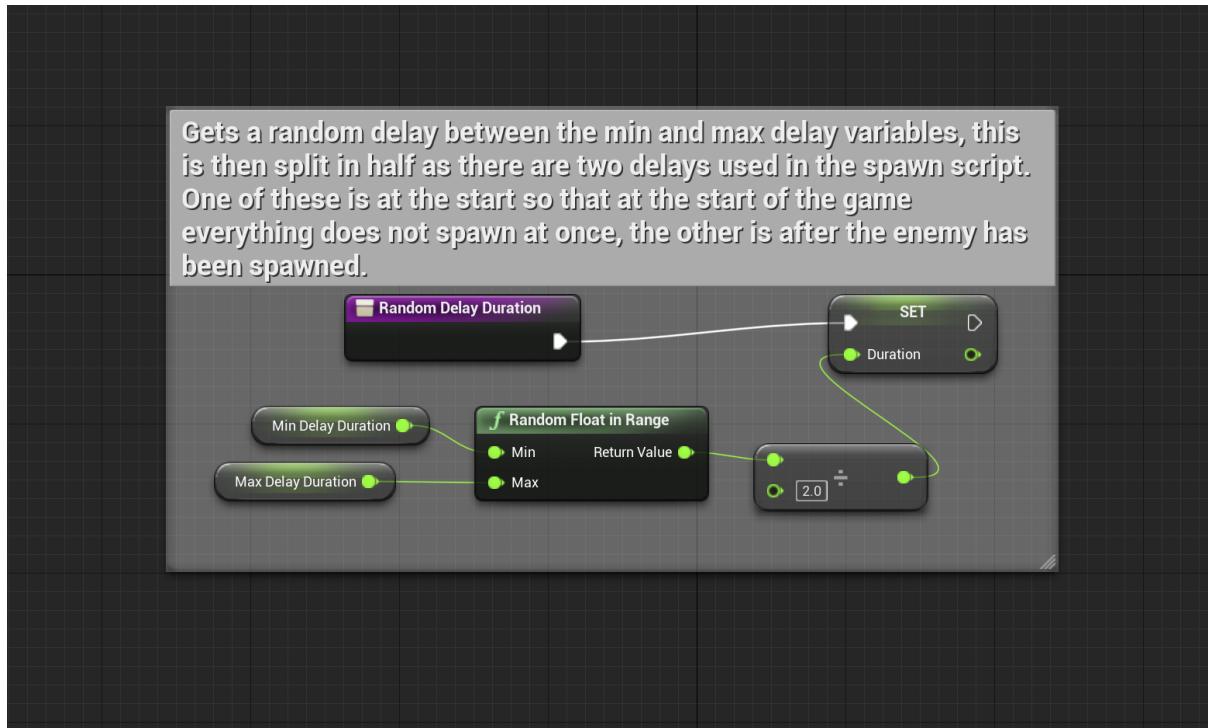
All important code. Provided are screenshots of all important code.

When launching game, be aware it takes a while to load.

EnemySpawner Class:

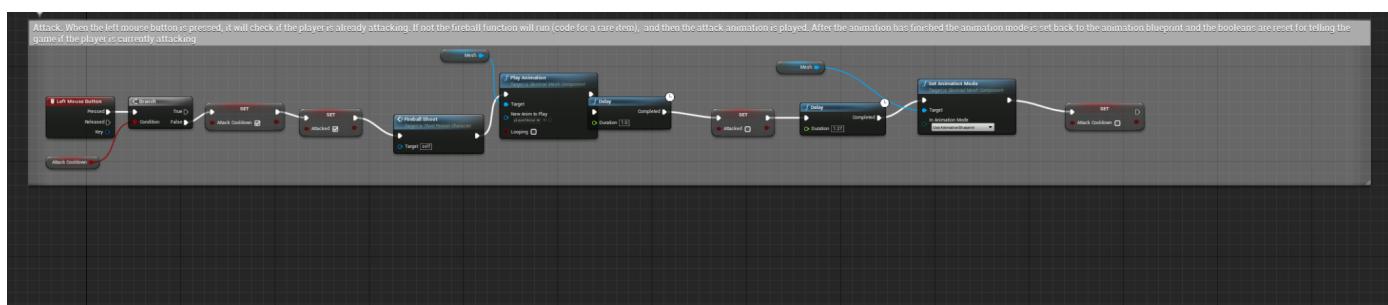


EnemySpawner Random Delay Function:

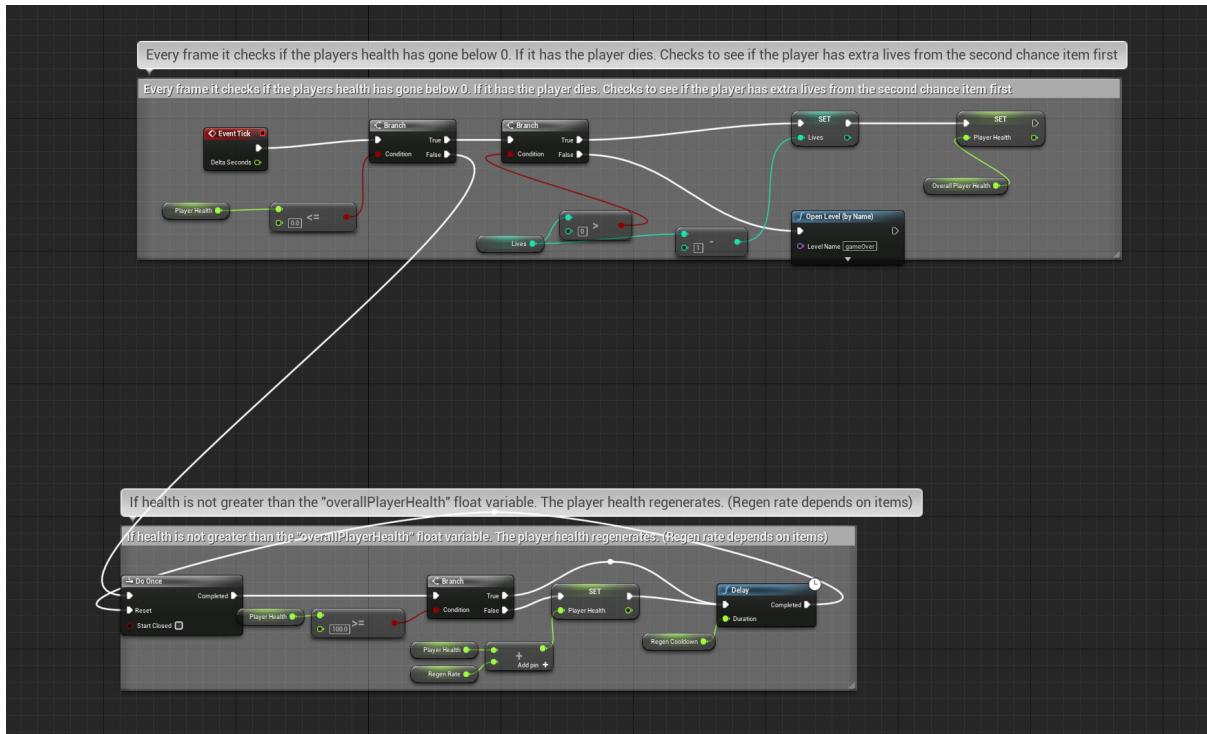


ThirdPersonBP Class (Player Character):

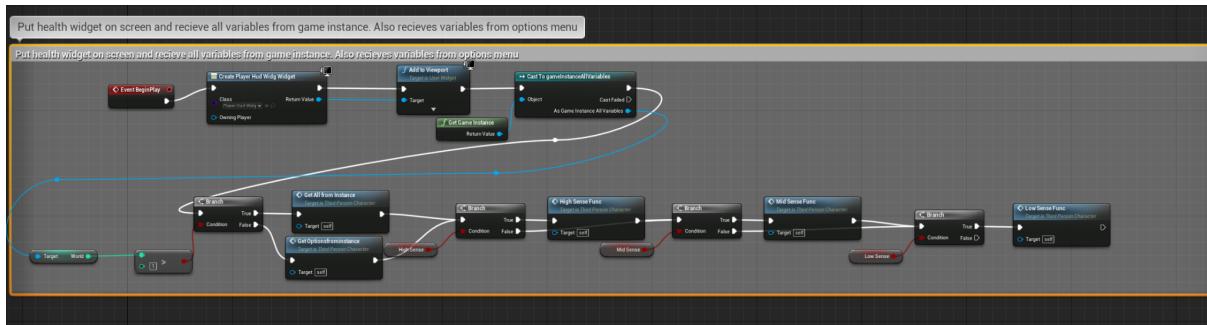
Attack Code:



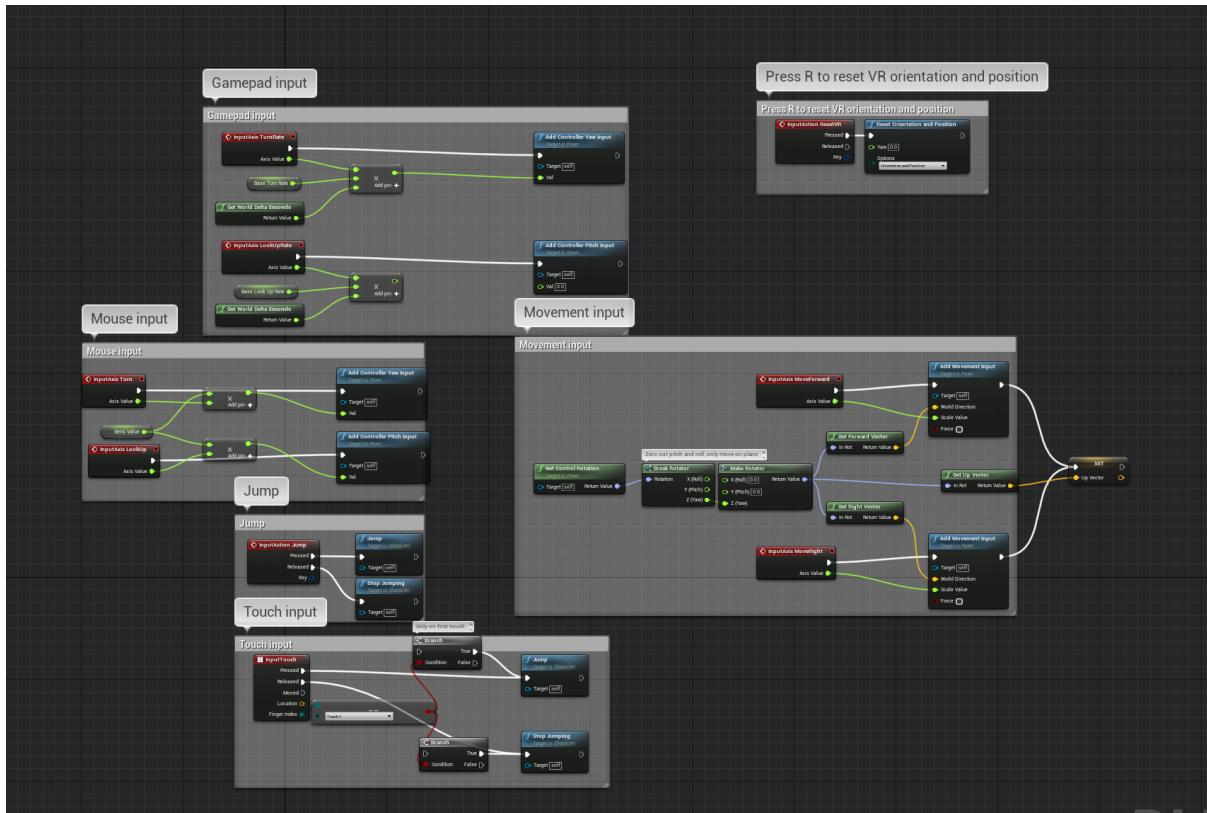
Code Checked Every Frame:



Start Of Game ThirdpersonBp code:



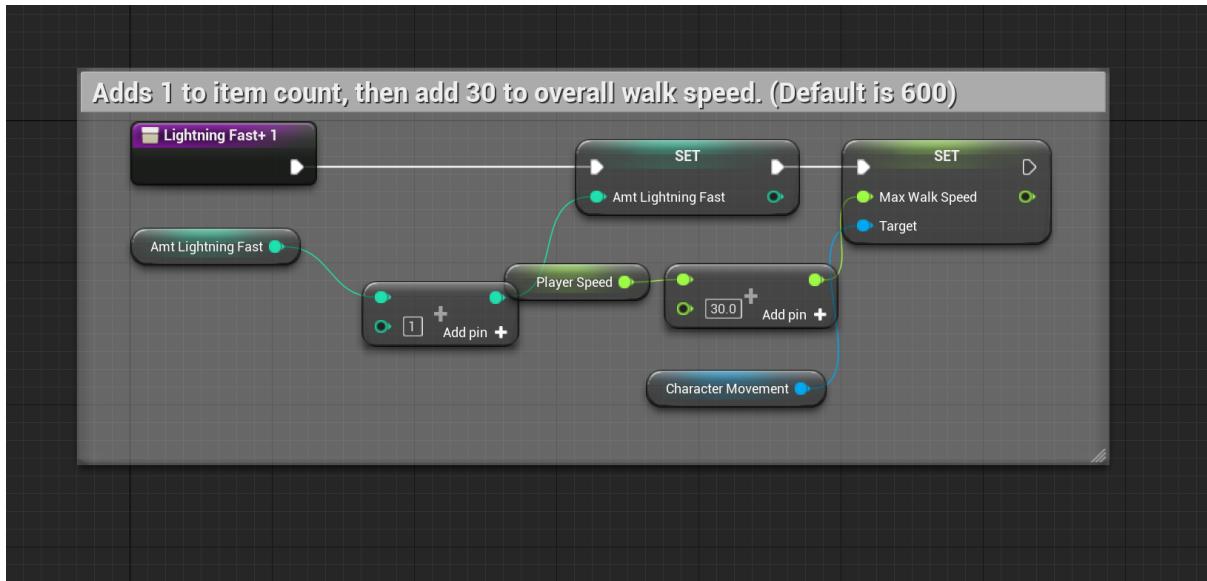
Player Movement Controls:



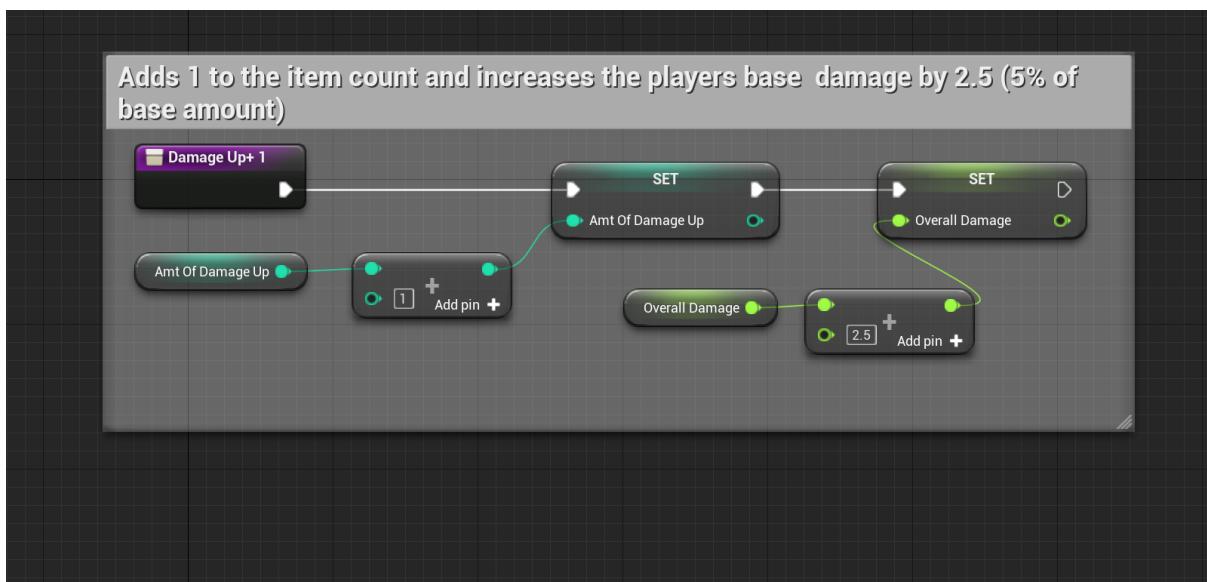
Heal Faster Item Code:



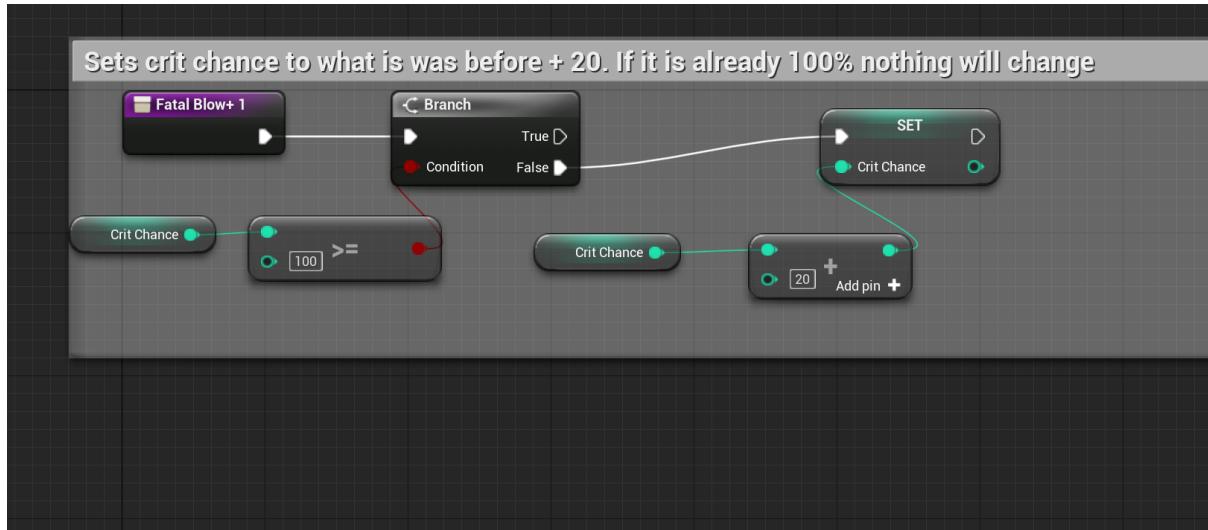
Lightning-fast item function code:



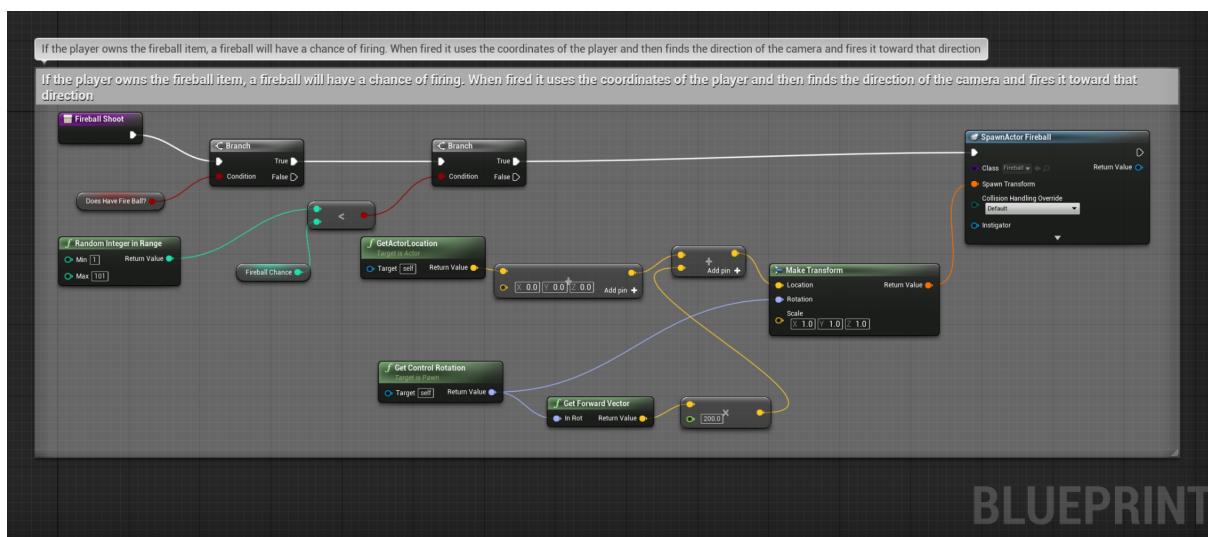
Damage up function code:



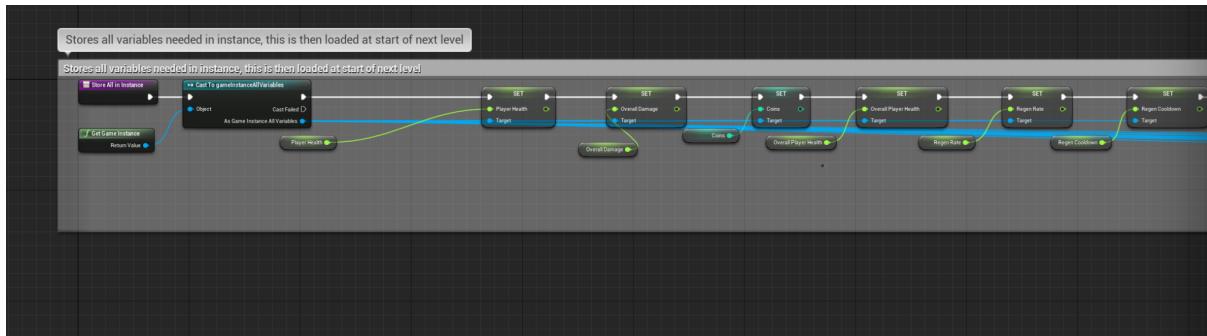
Fatal blow function code:



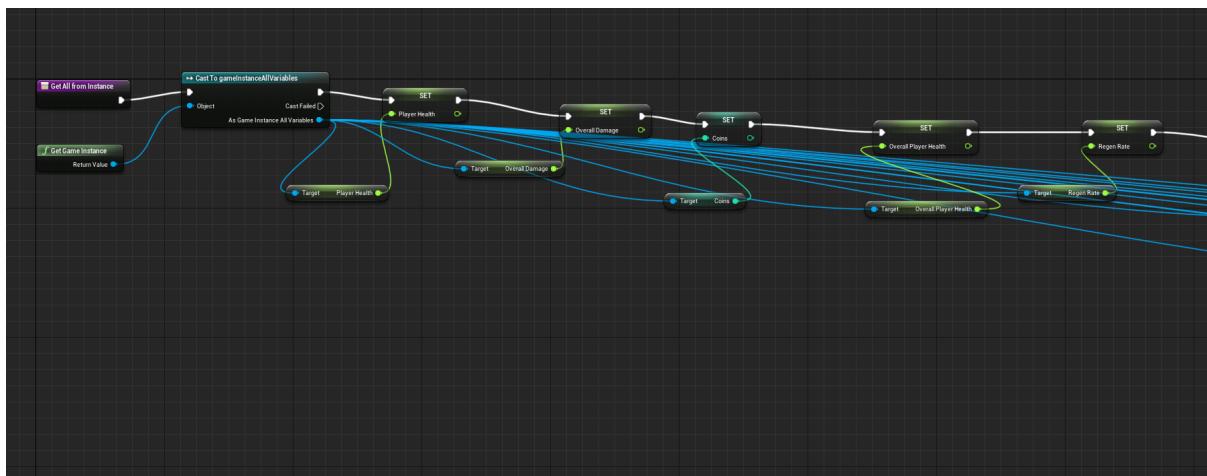
Shoot fireball function code:



Store all variables in game instance function:



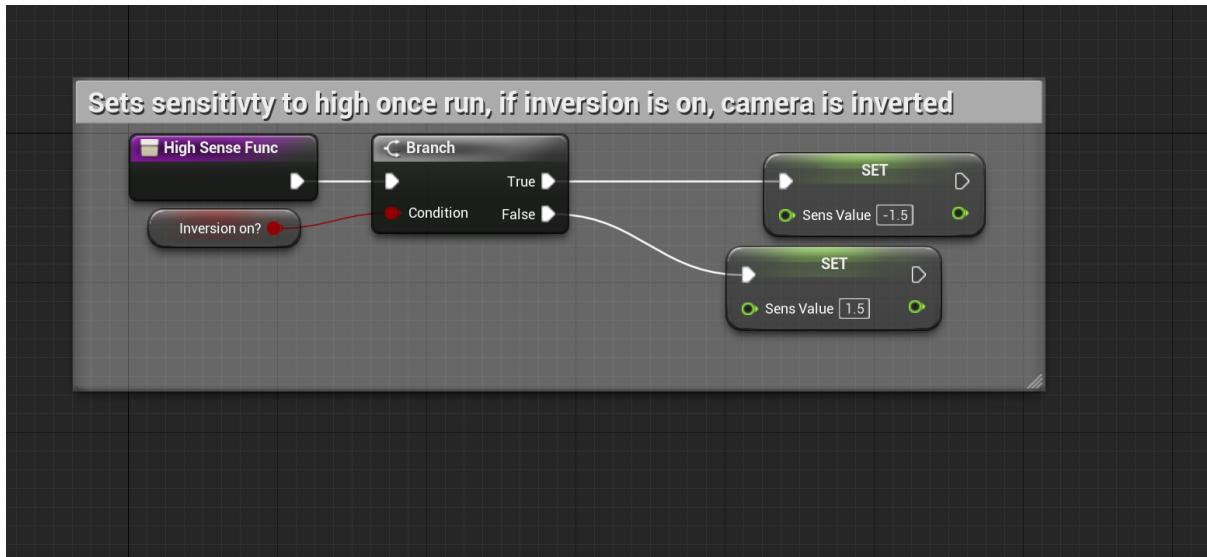
Get all from the game instance function (This carries on off-screen for every variable in the third person class)



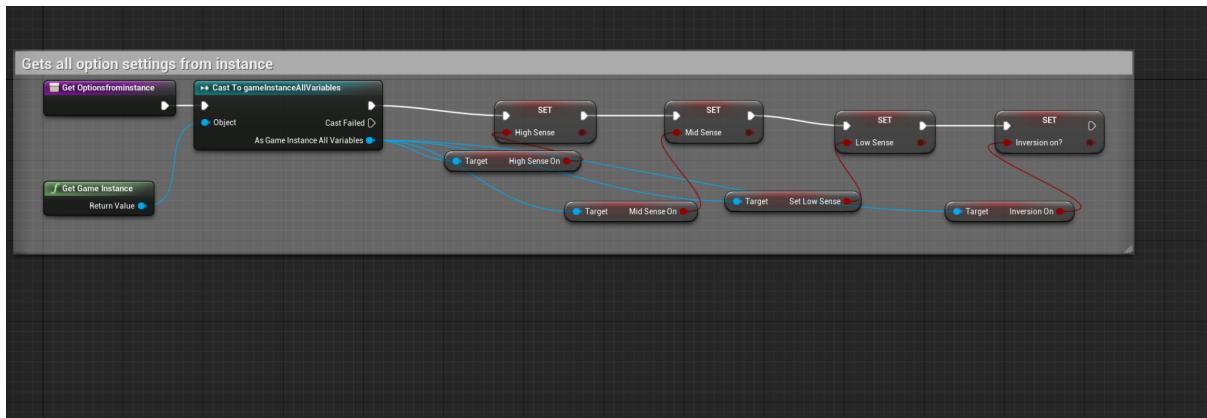
Heal Shrine Function (Still stores in thirdpersonbp class):



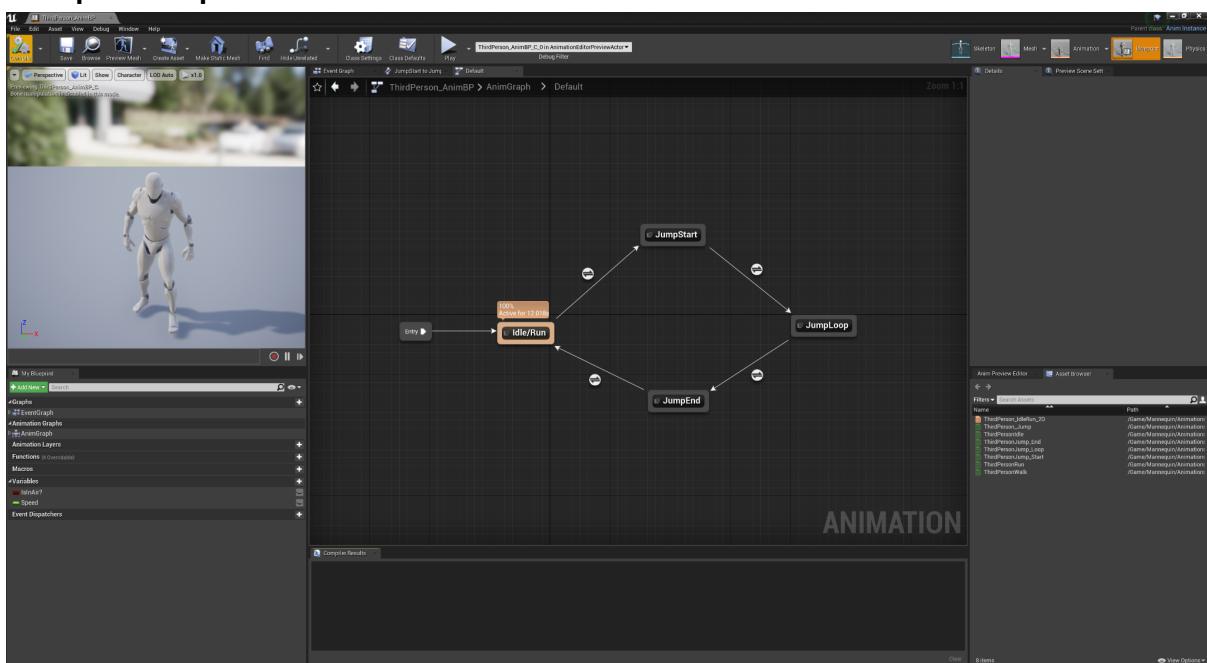
Sensitivity code, this is the same for all sensitivities just with different values:

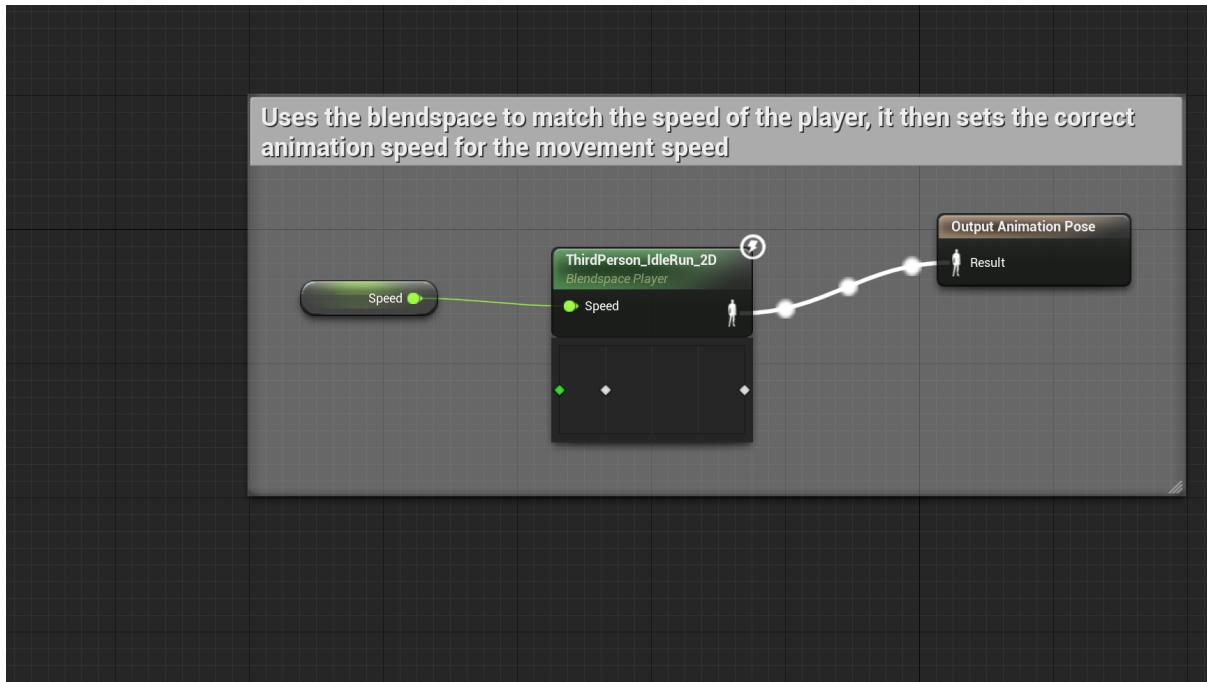


Get options from the instance function:

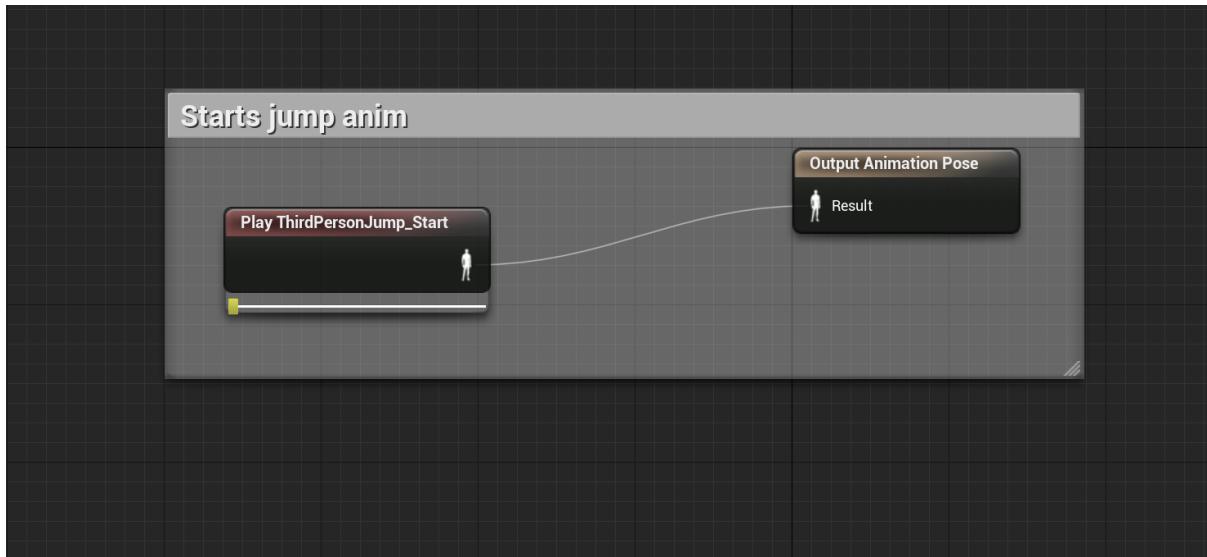


Thirdperson bp animation statemachine:



Idle / run state:**Idle / run to jump start:**

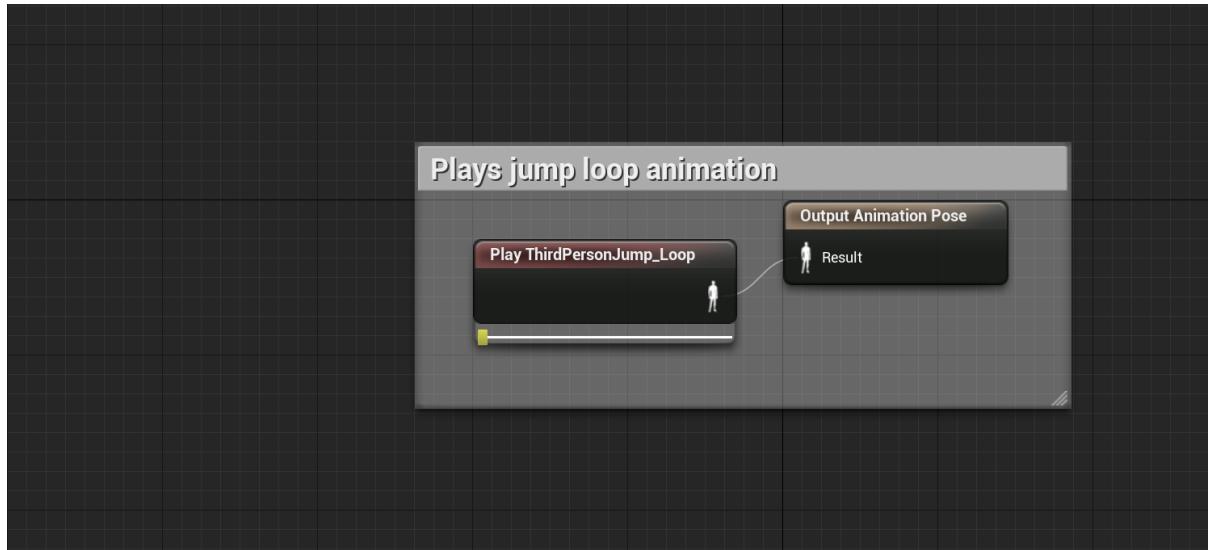
Jump start state:



Jump start to loop:



Jump loop state:

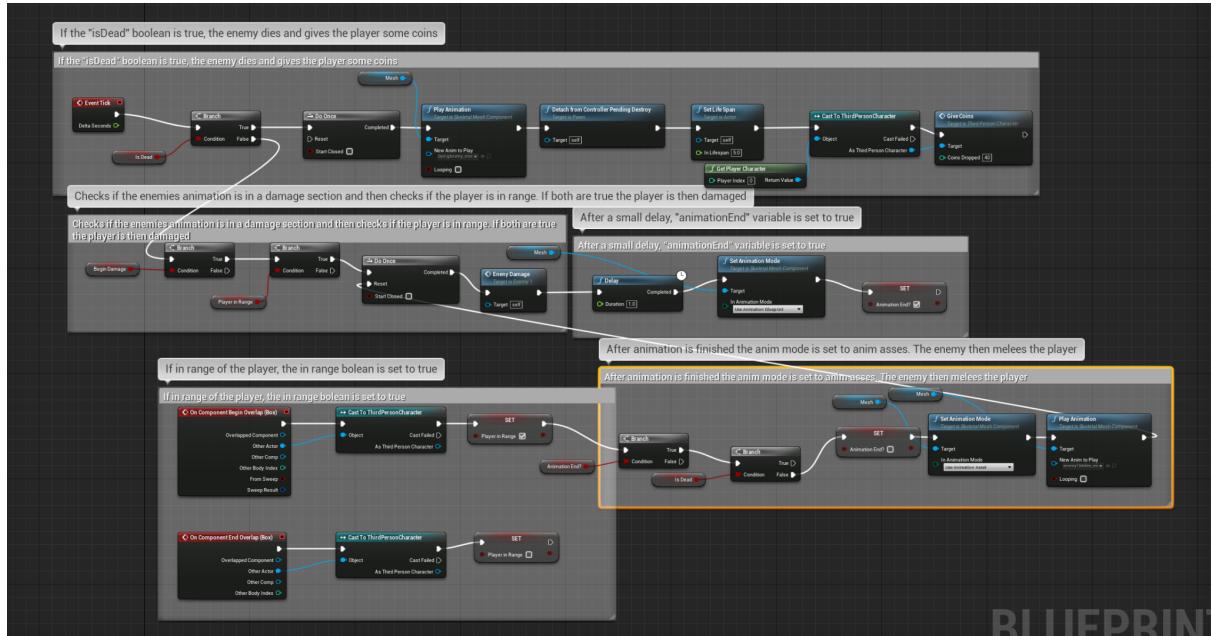


Jump loop to jump end:

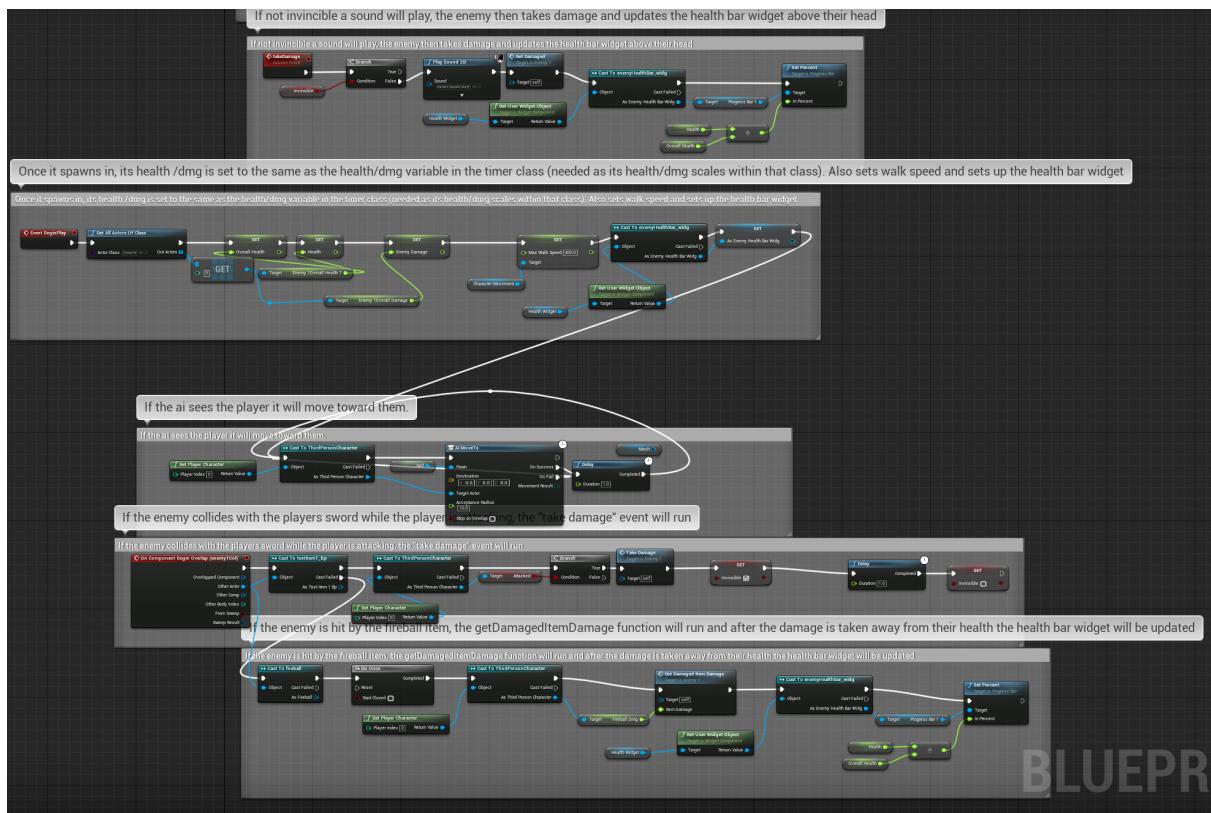


Enemy1 Class:

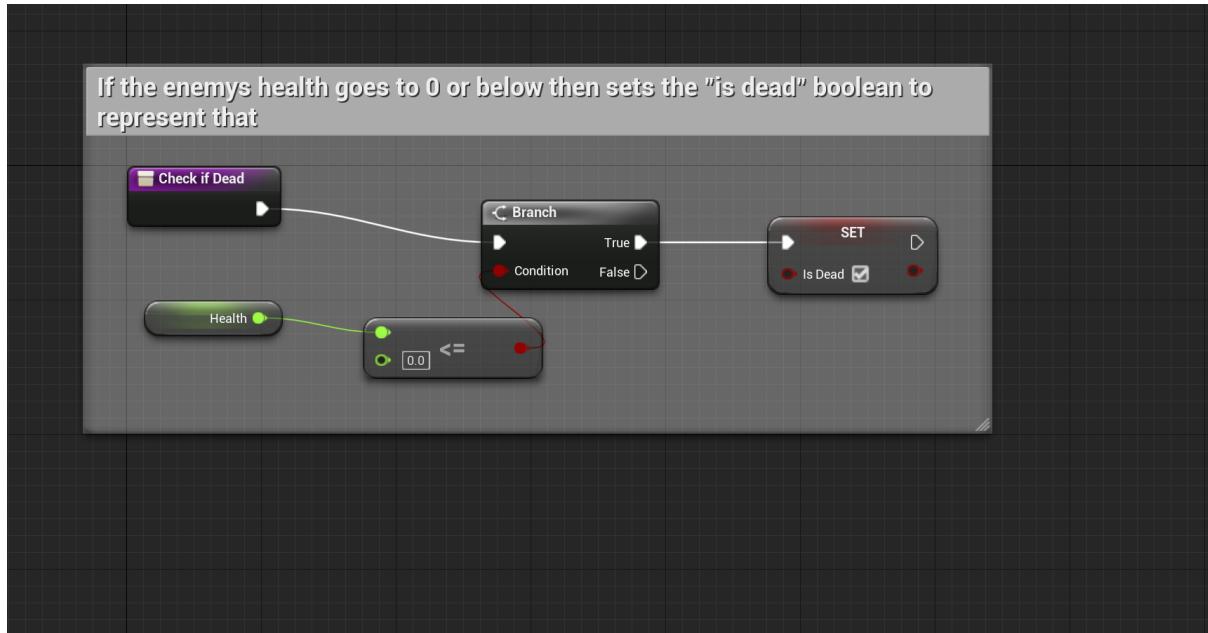
Top half of code:



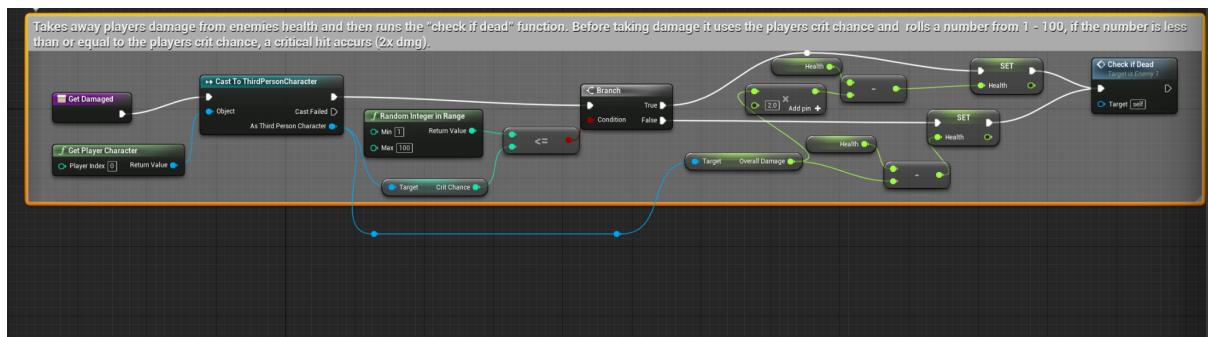
The bottom half of code:



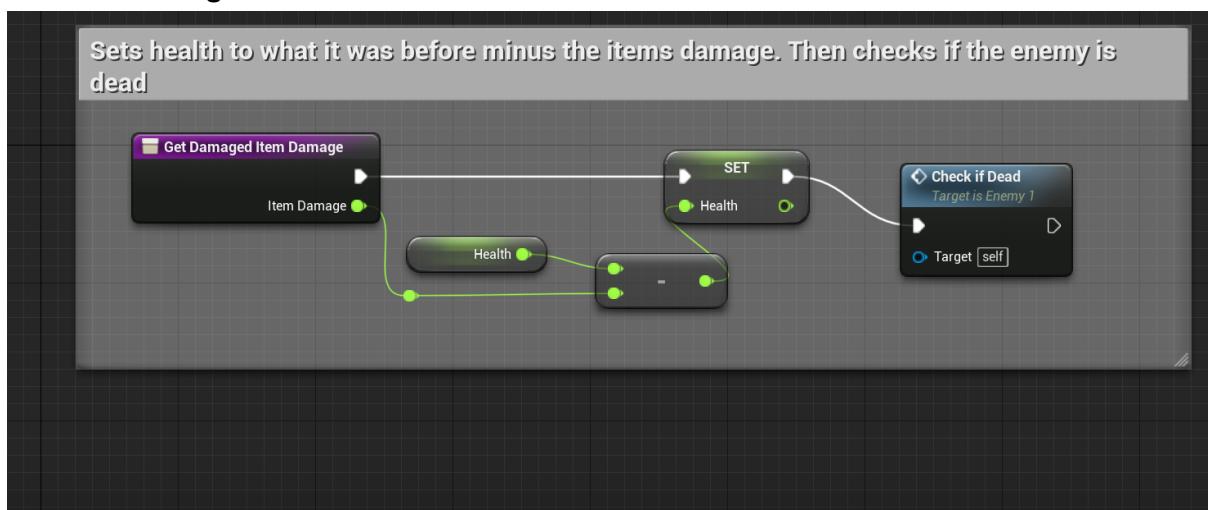
Check if enemy1 is dead function:



Get damaged function:



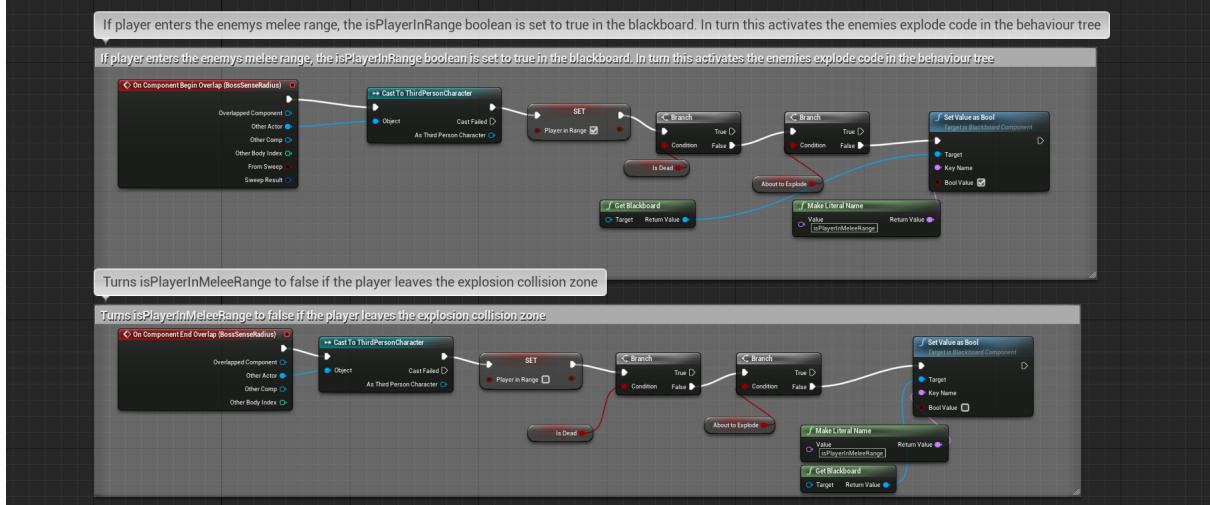
Get item damaged function:



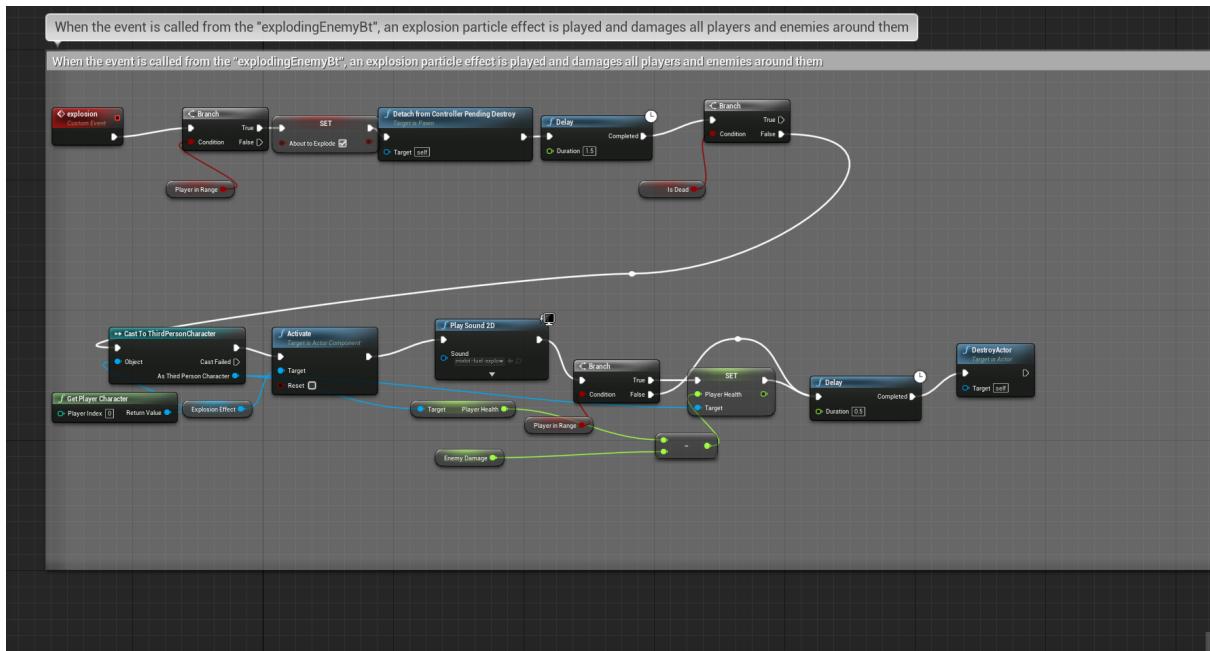
A lot of the code in this class was used in each enemy, therefore I will not repeat the screenshots. Assume all functions shown here are in the other enemy classes.

Exploding Enemy:

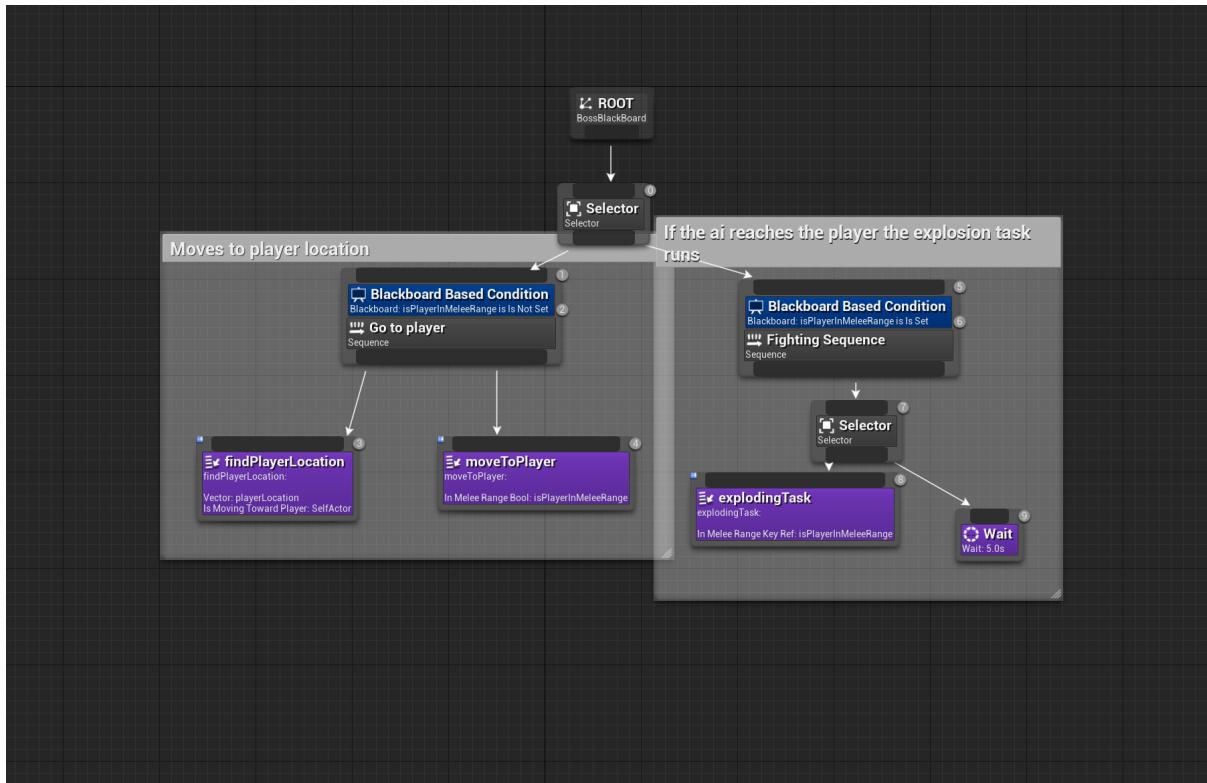
Setting up blackboard variable:



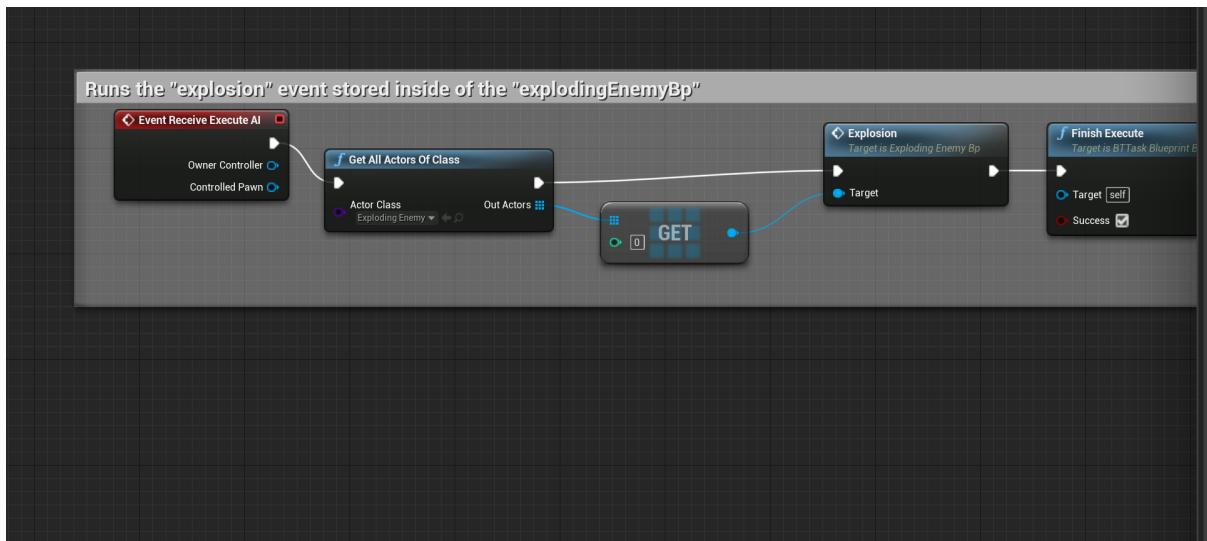
Explosion Event:



Exploding Enemy Behaviour Tree

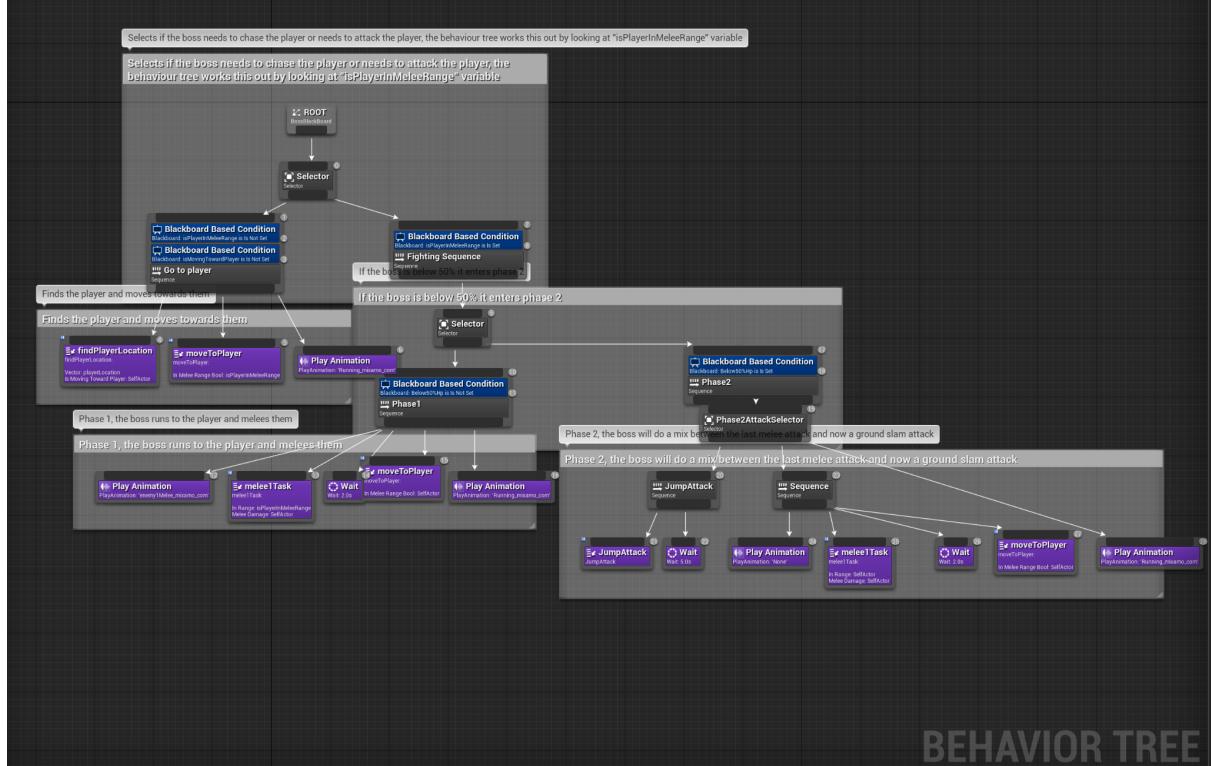


Explosion Task:

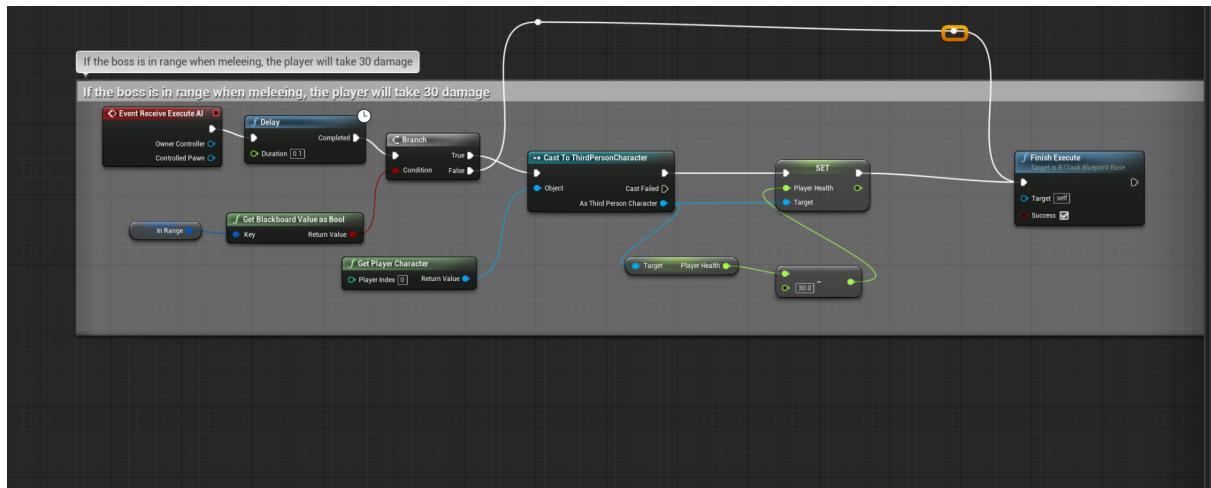


Boss BP:

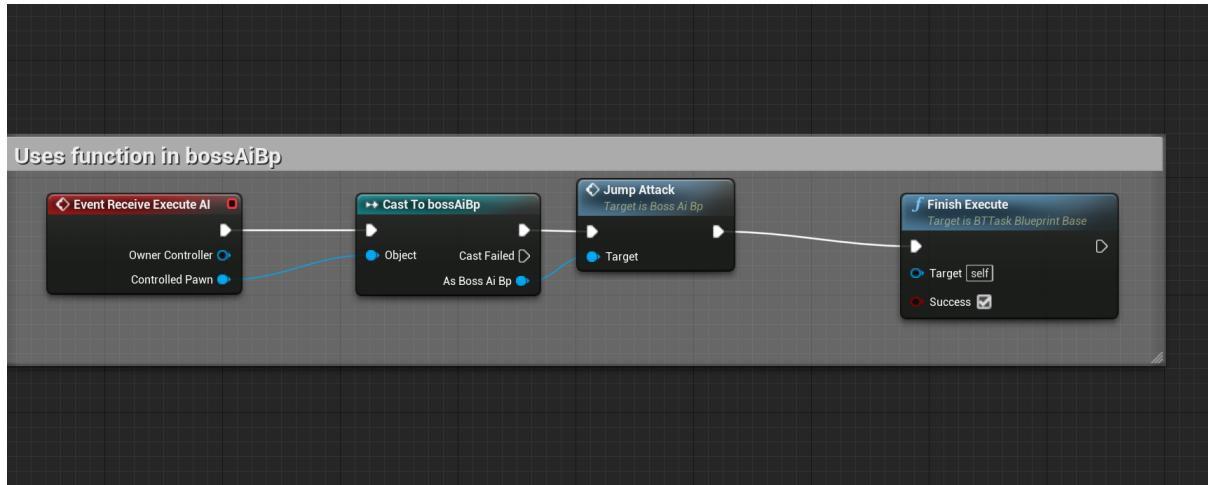
Boss behaviour tree:



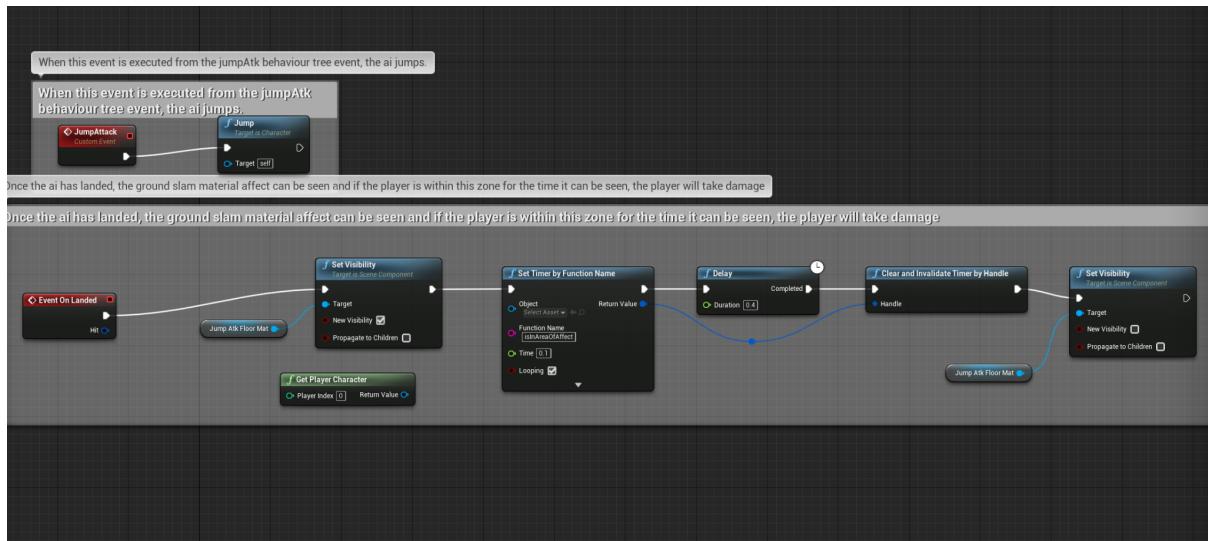
Melee1 task:



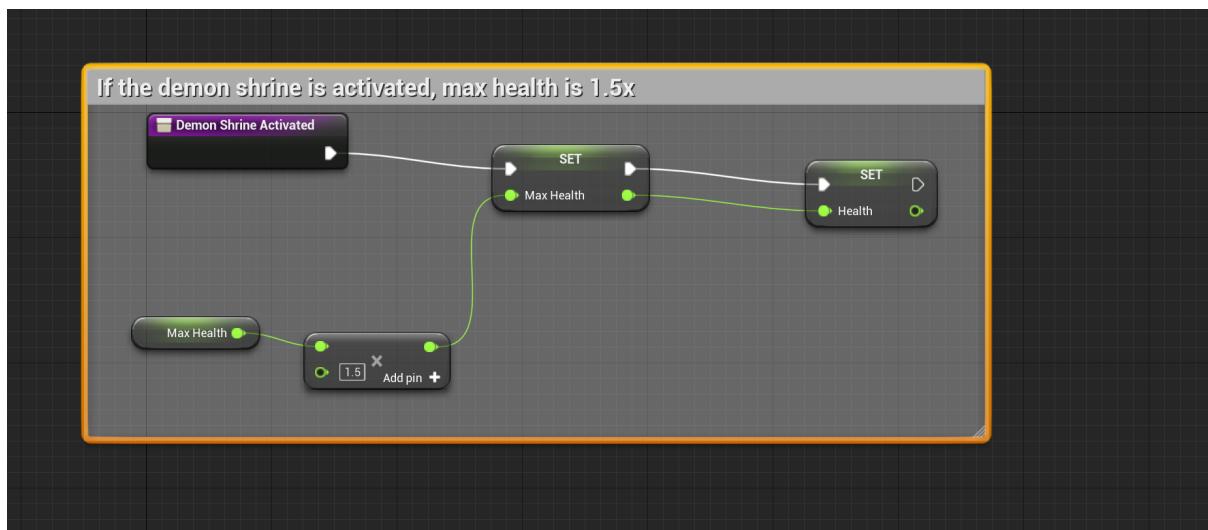
Jump Attack Task:



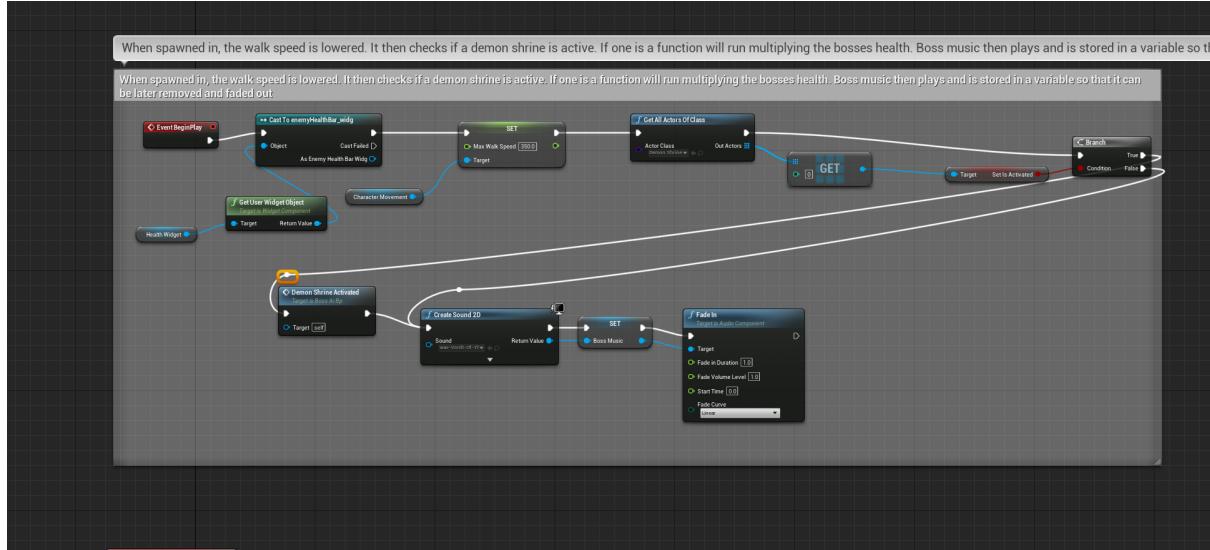
Jump Attack and Landed Events:



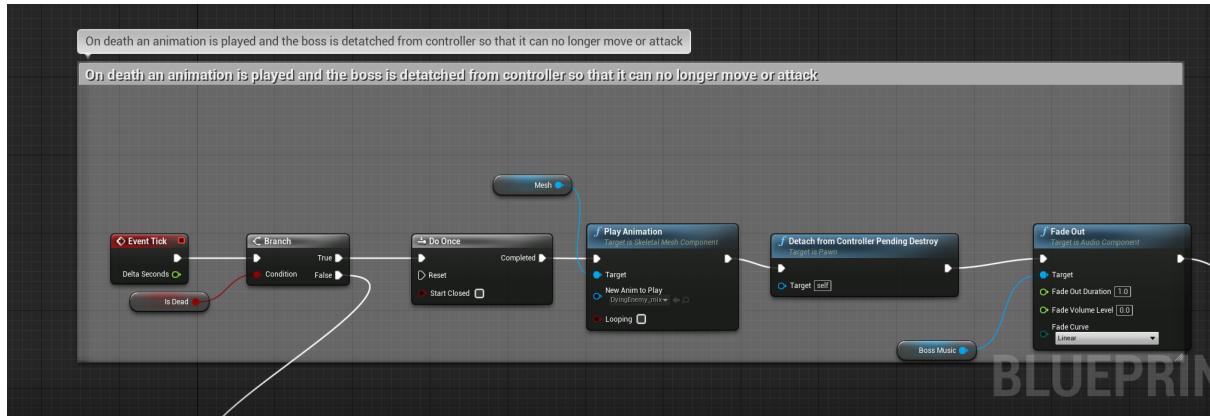
Demon Shrine activated function:



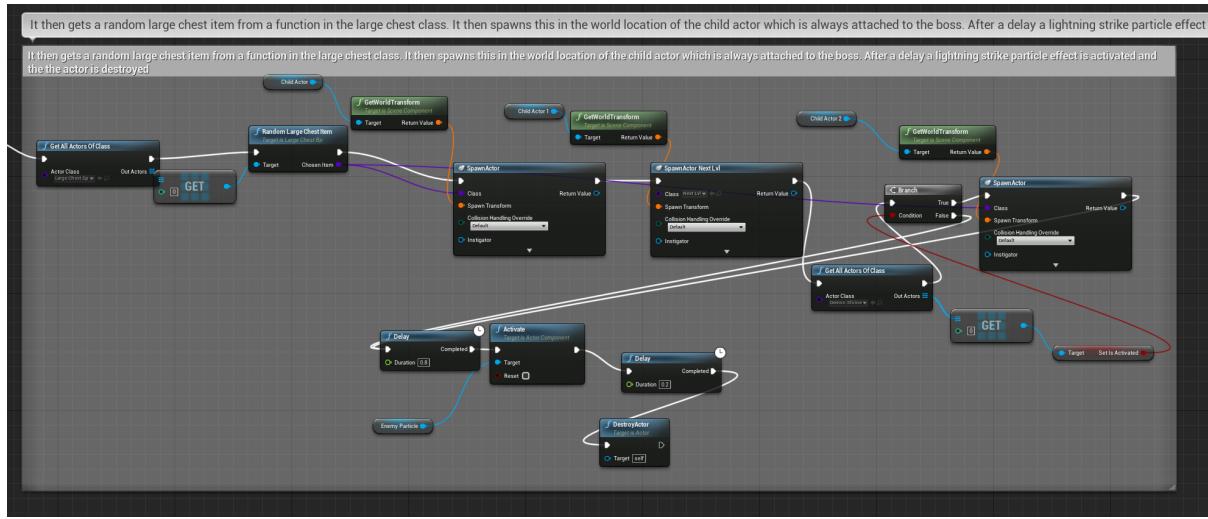
Boss event begin play code:



Boss death code part 1:

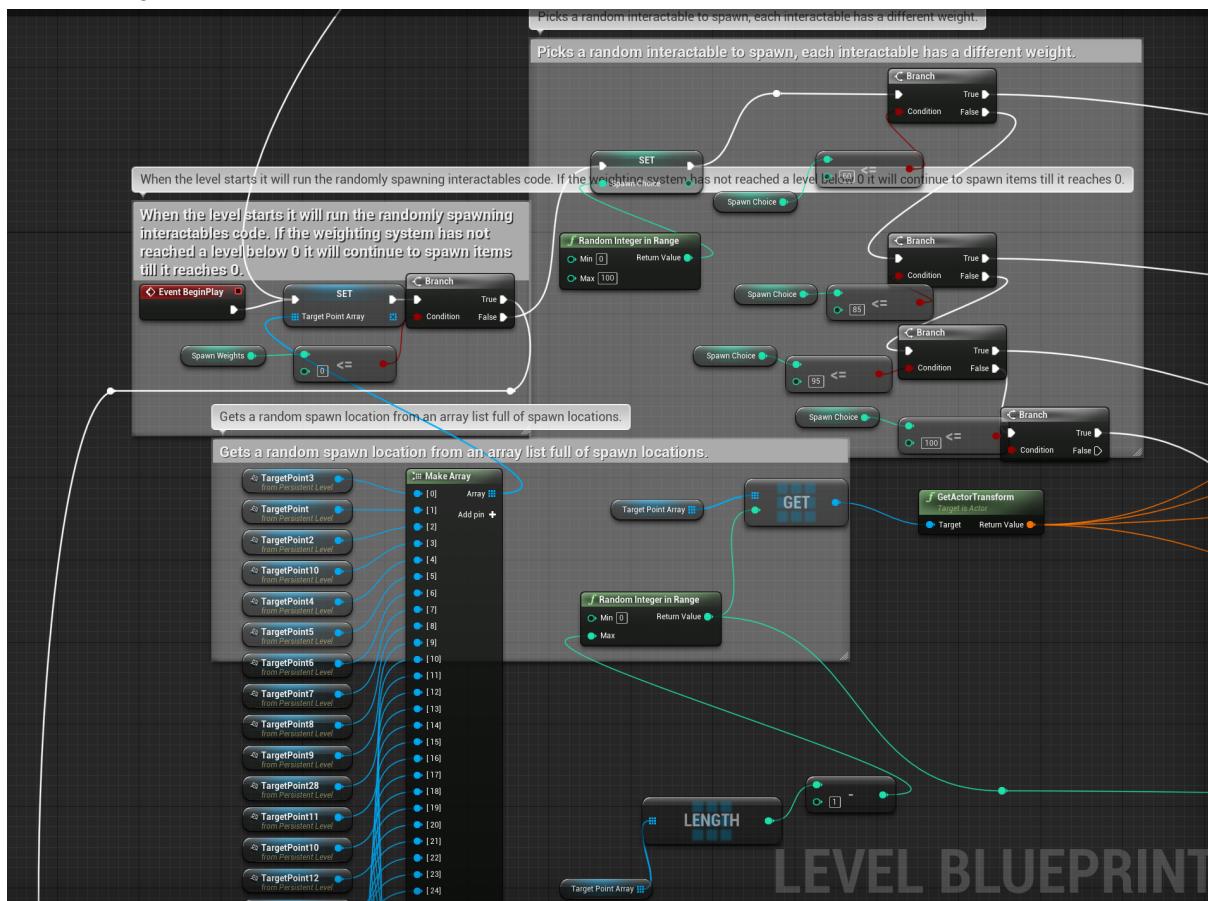


Boss Death Code Part 2:

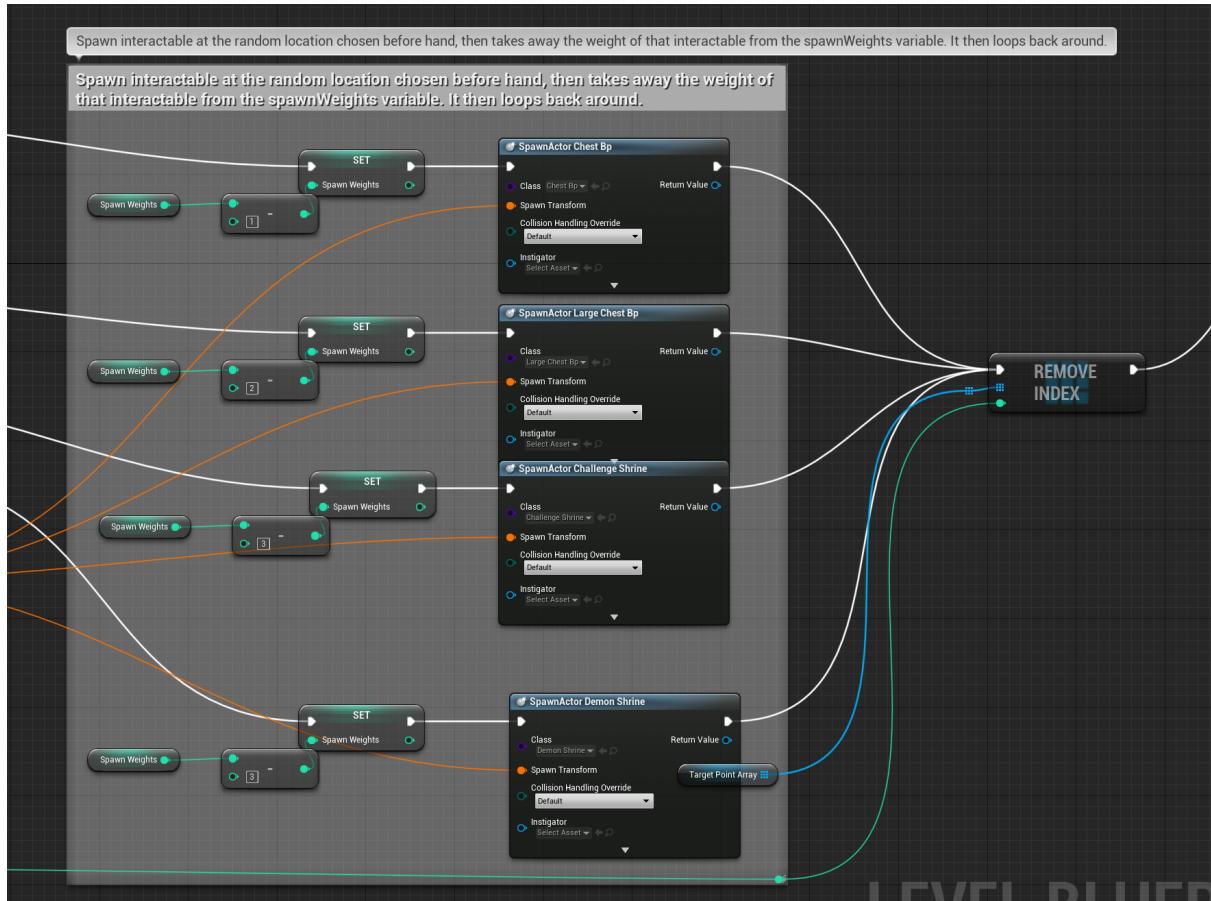


Level Blueprints:

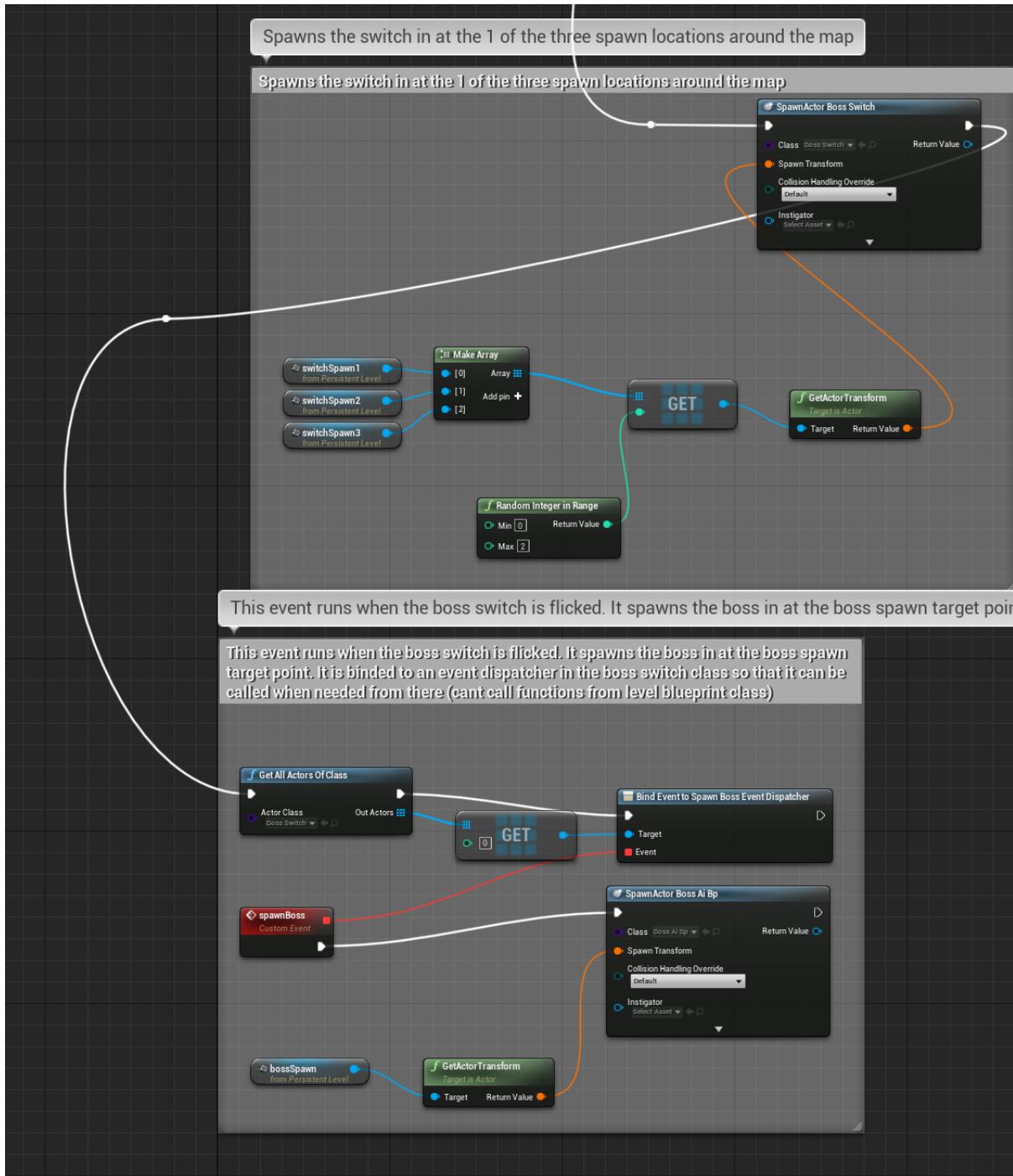
Director system part 1:



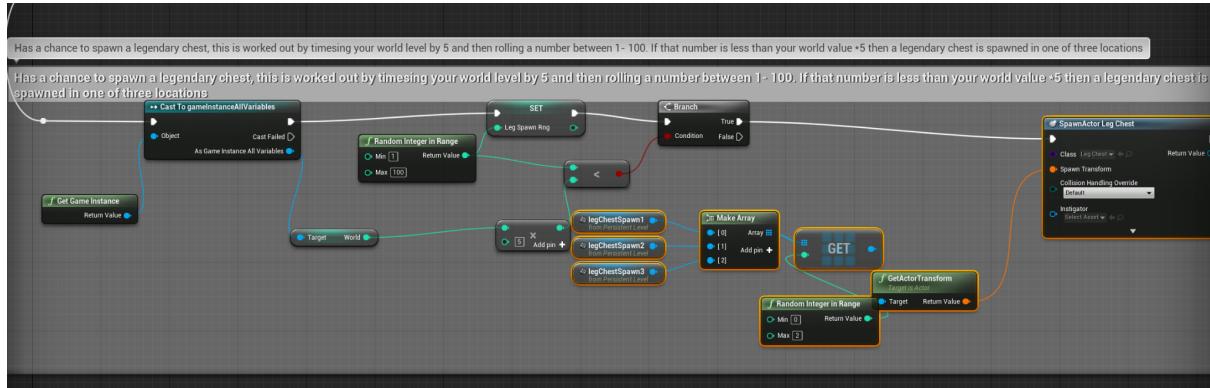
Director System Part 2:



Spawn Boss and Switch:

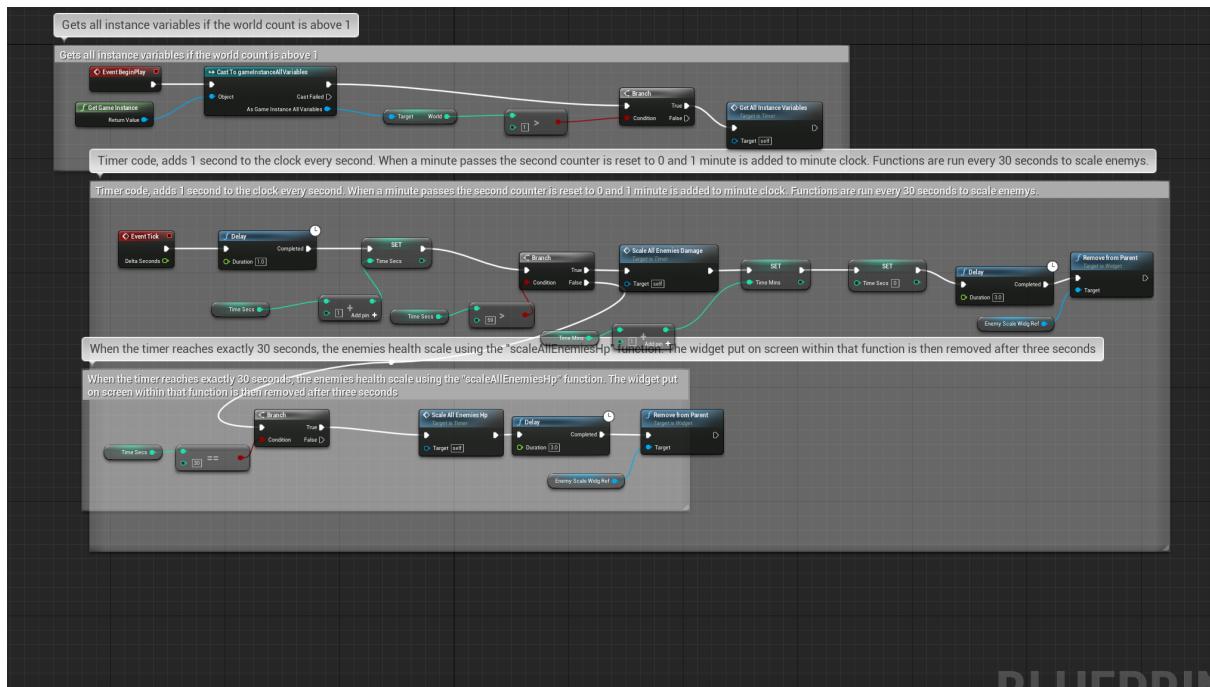


Legendary chest spawn:

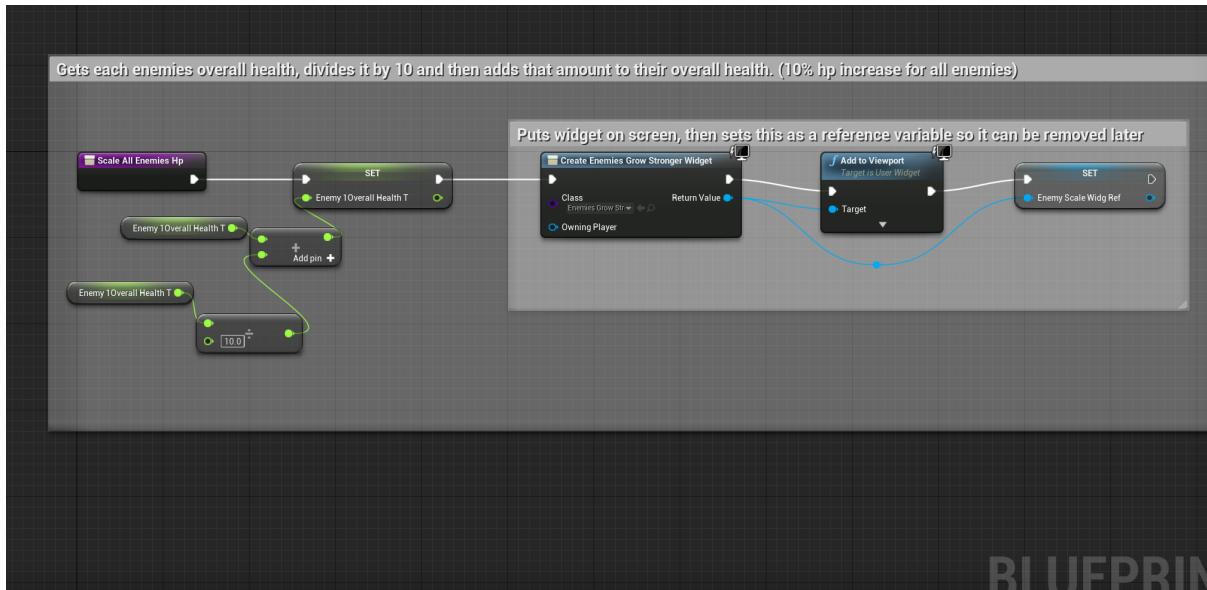


Timer Code:

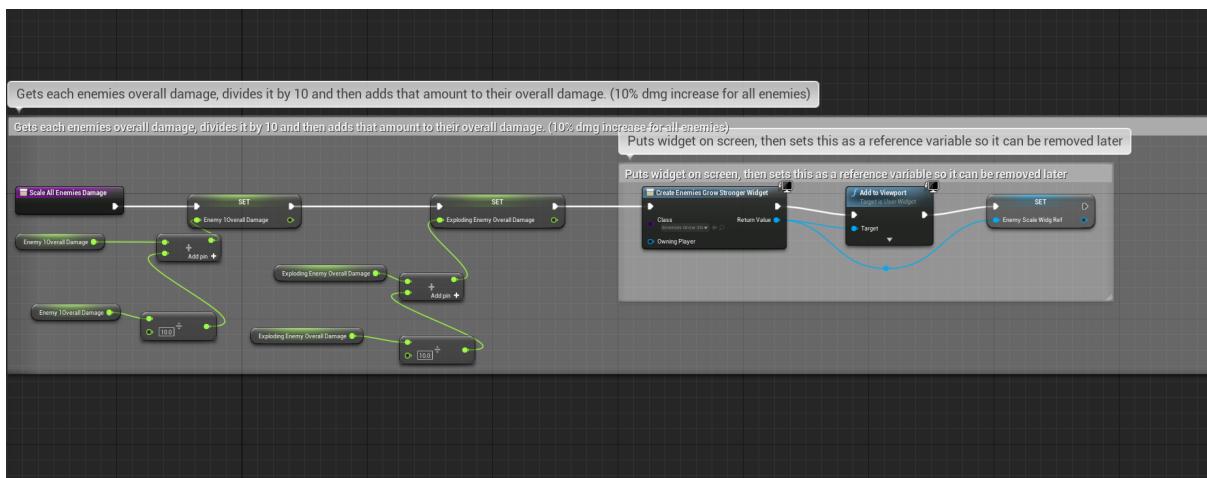
All main code:



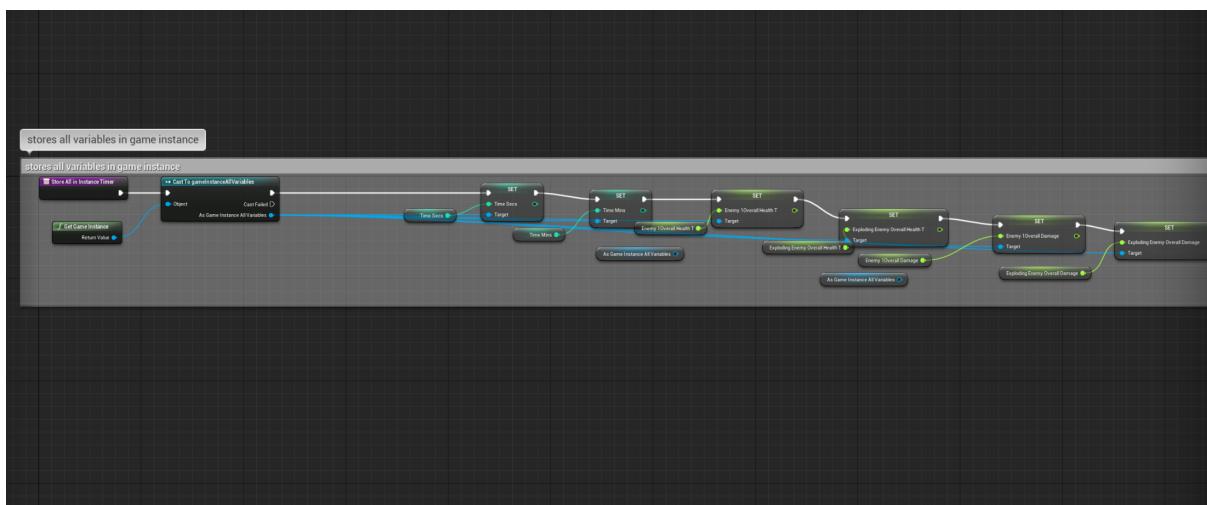
Scale enemy hp function:



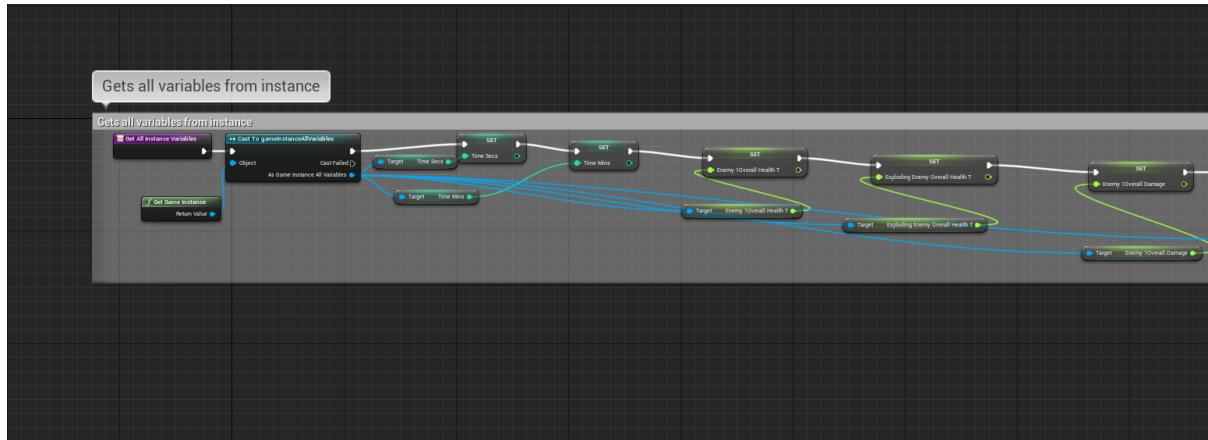
Scale enemy damage:



Stores all variables in instance function:

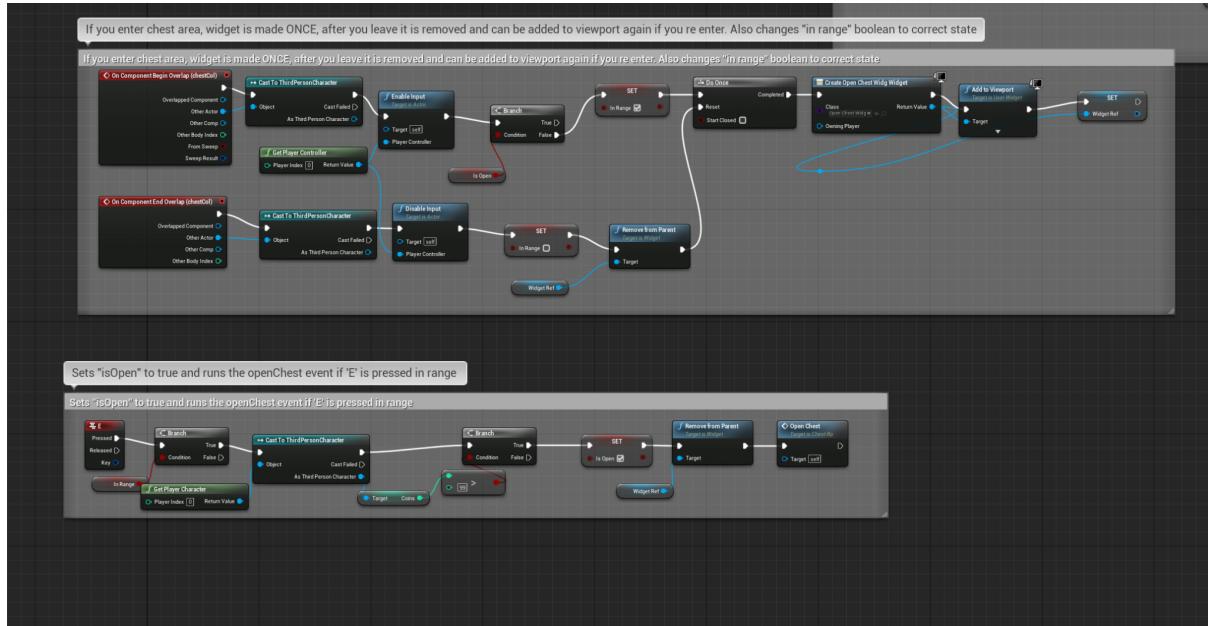


Get all variables from the instance function:

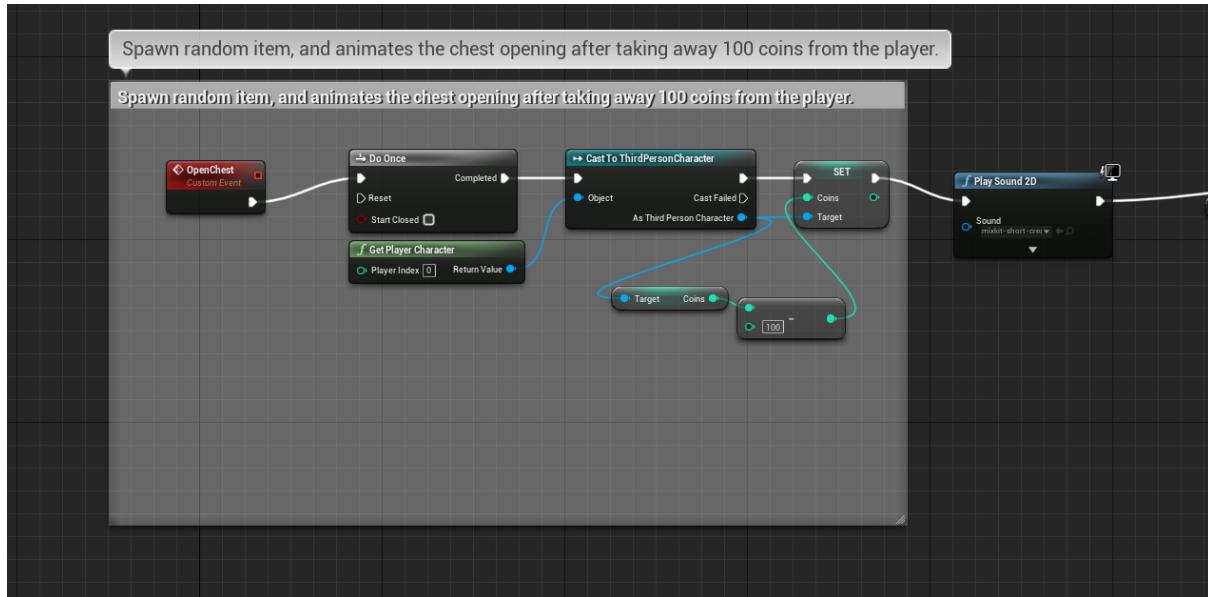


All Chest Classes:

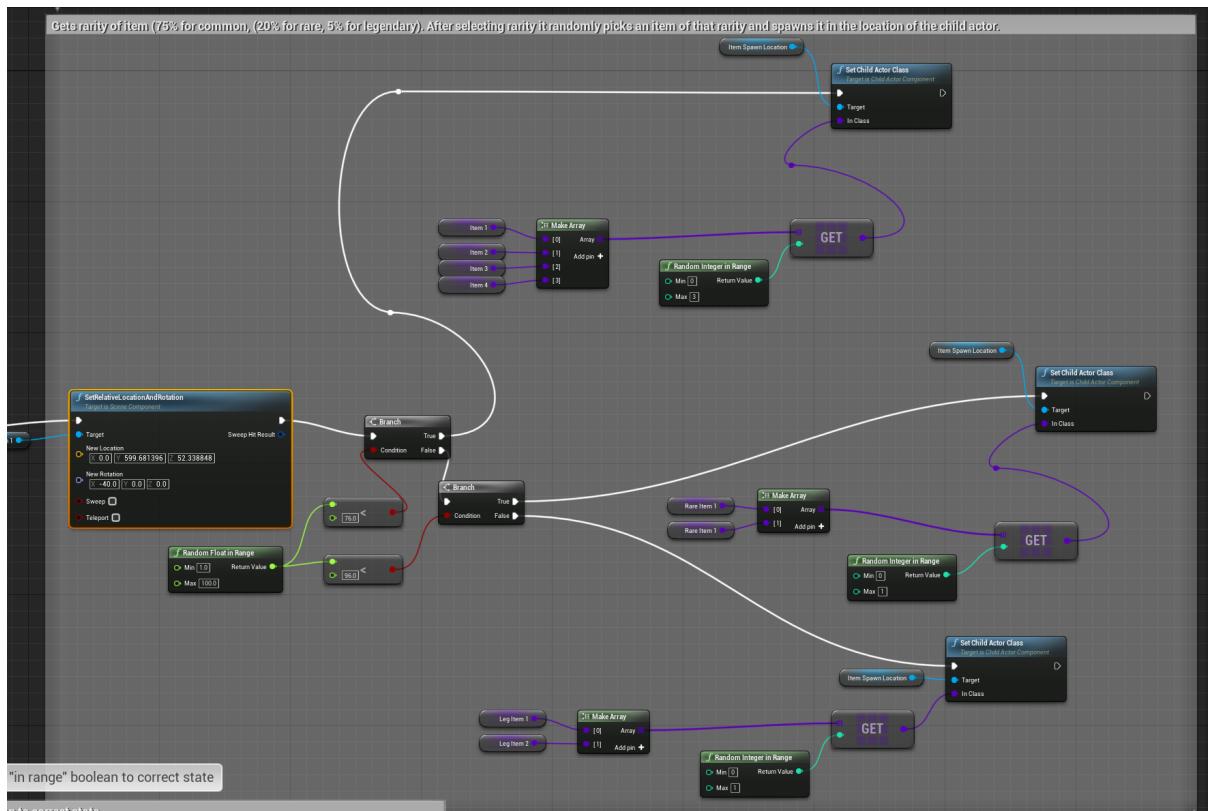
All three chests have the same code but different odd of spawning different rarities of items, therefore I will only show the basic chests code to save space.



Open Chest Event Part 1:

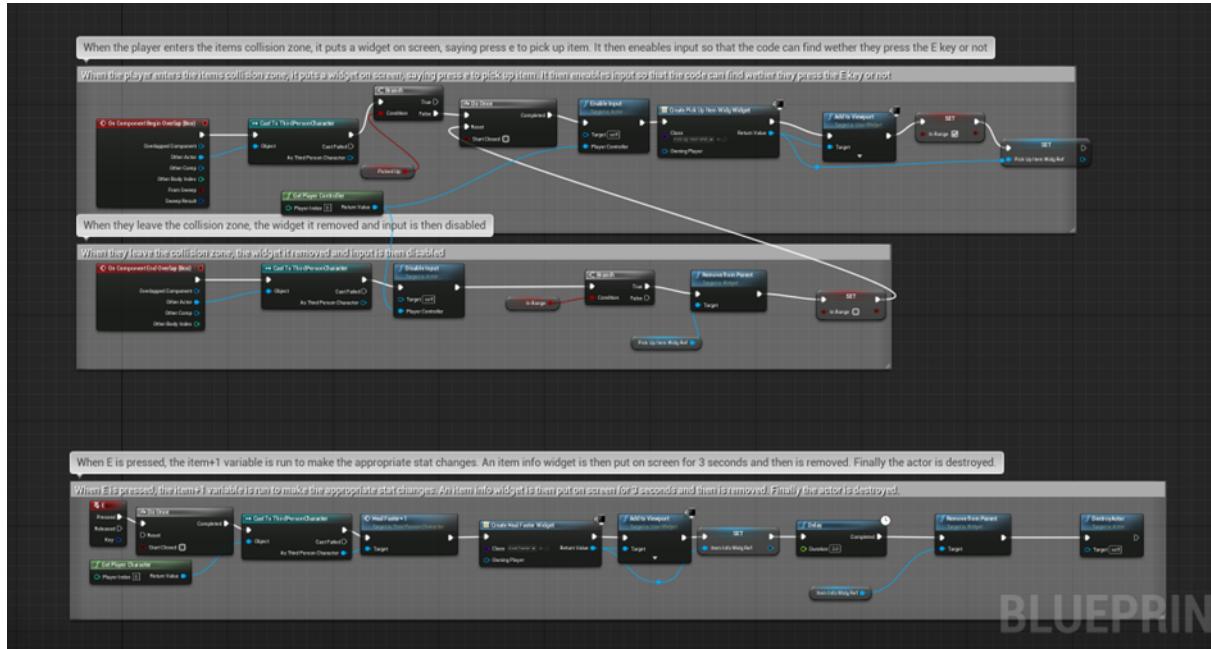


Open Chest Event Part 2:

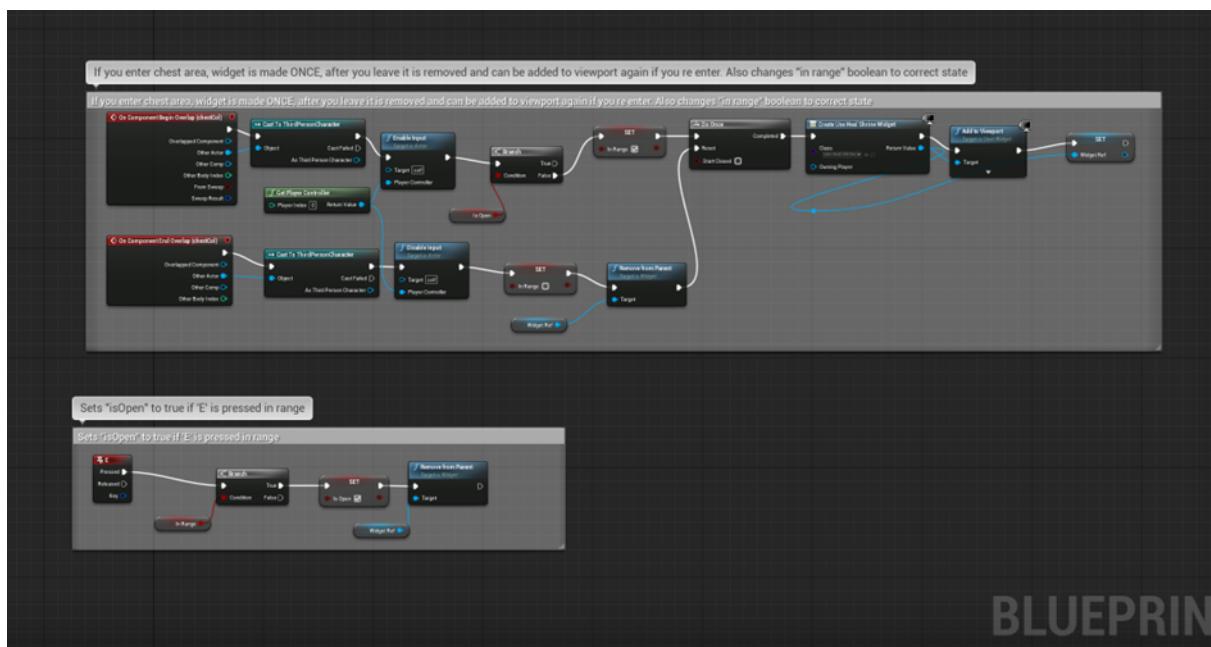


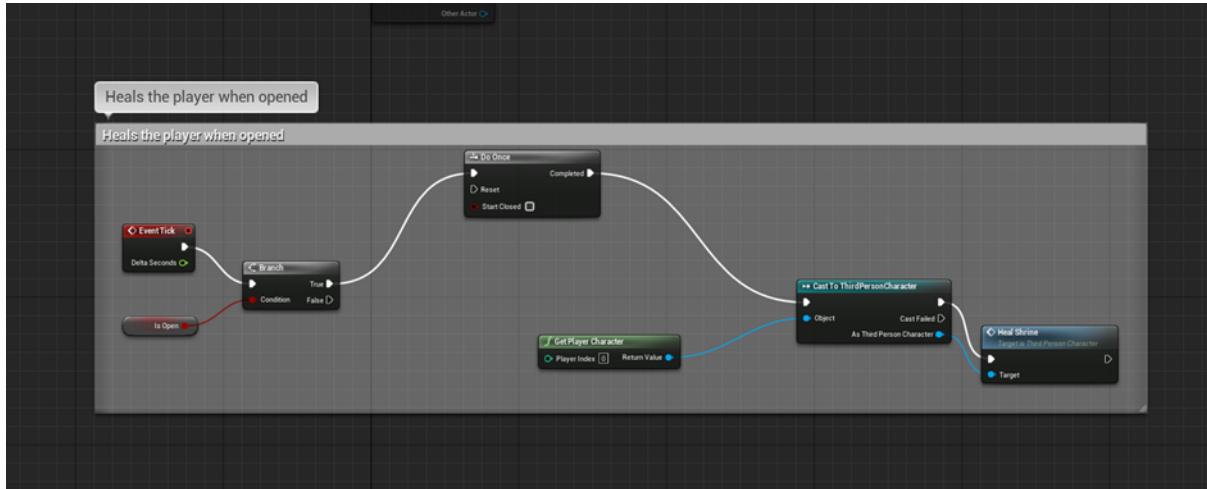
All item pickups code:

All items have the below code, the only difference is they run a different +1 function in the bottom section of code. Therefore I will only show one items code.

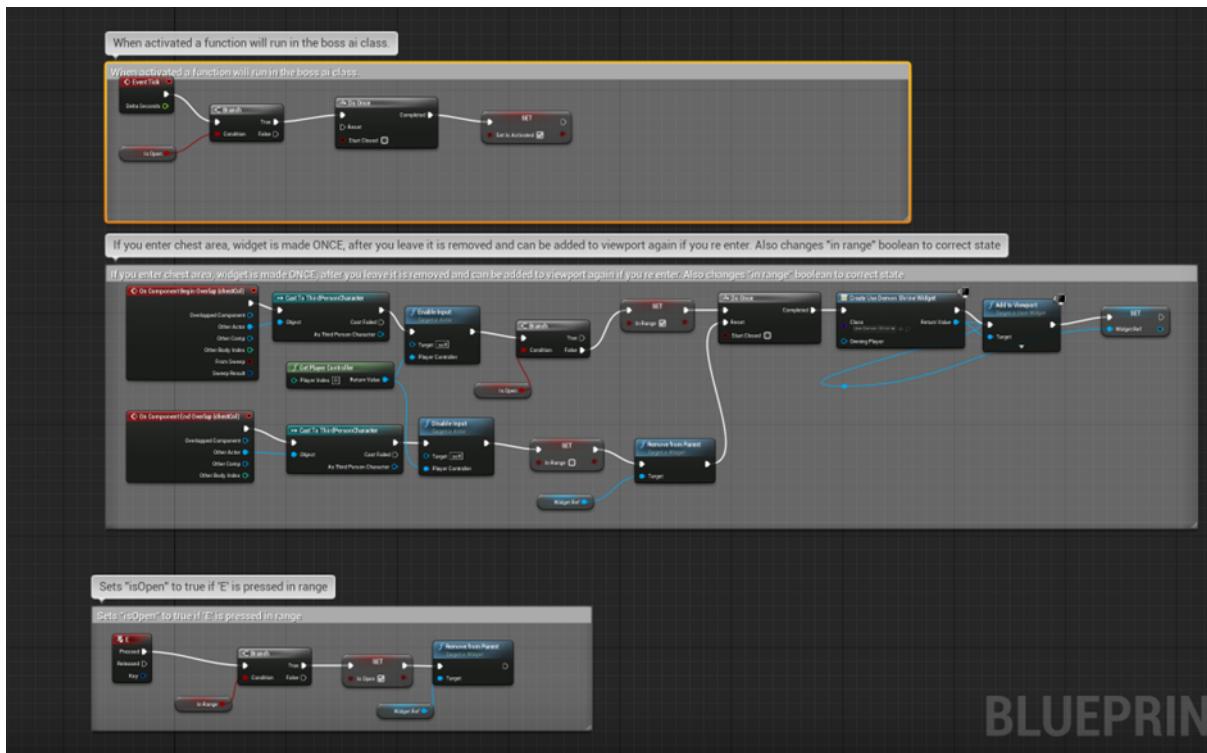


Heal Shrine Code:



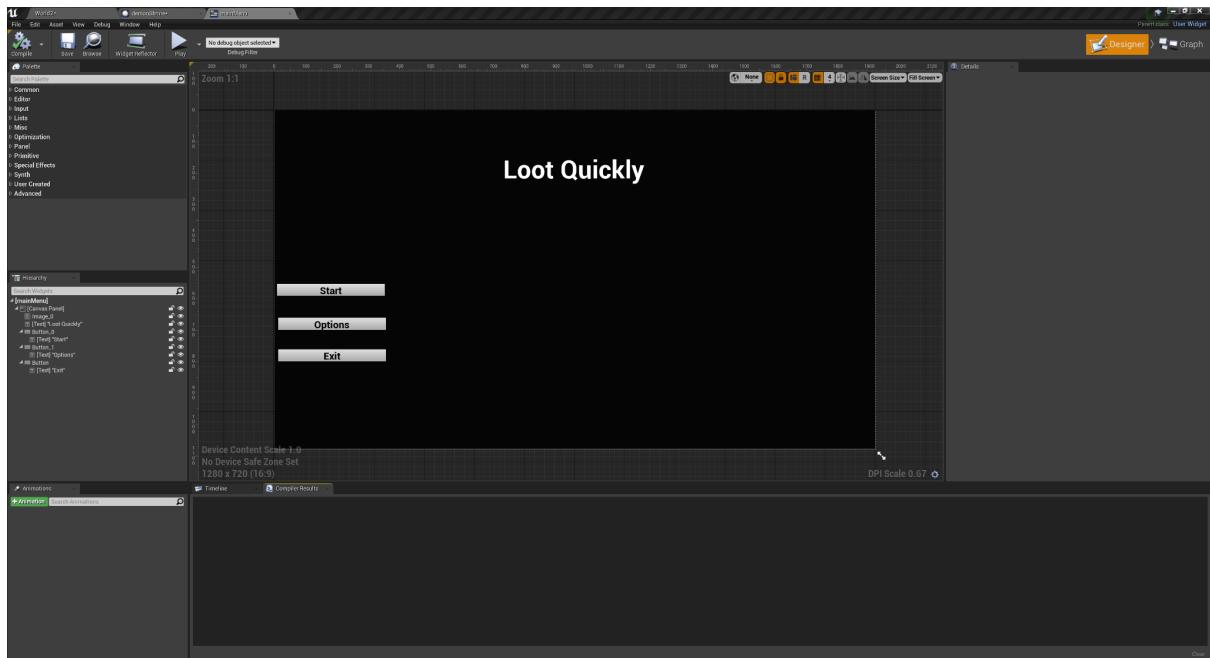


Demon Shrine Code:

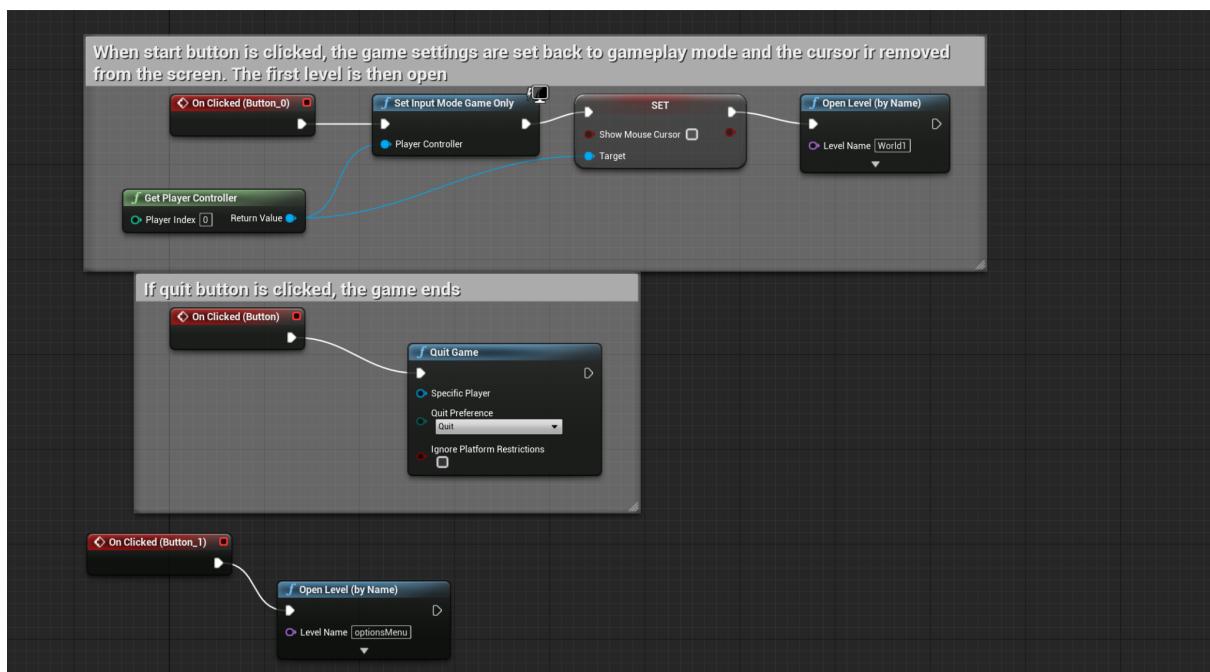


Example of widget code, all widget codes are very similar. They mainly consist of opening a level when a button is pressed or another function. Therefore I will just show the main menu code.

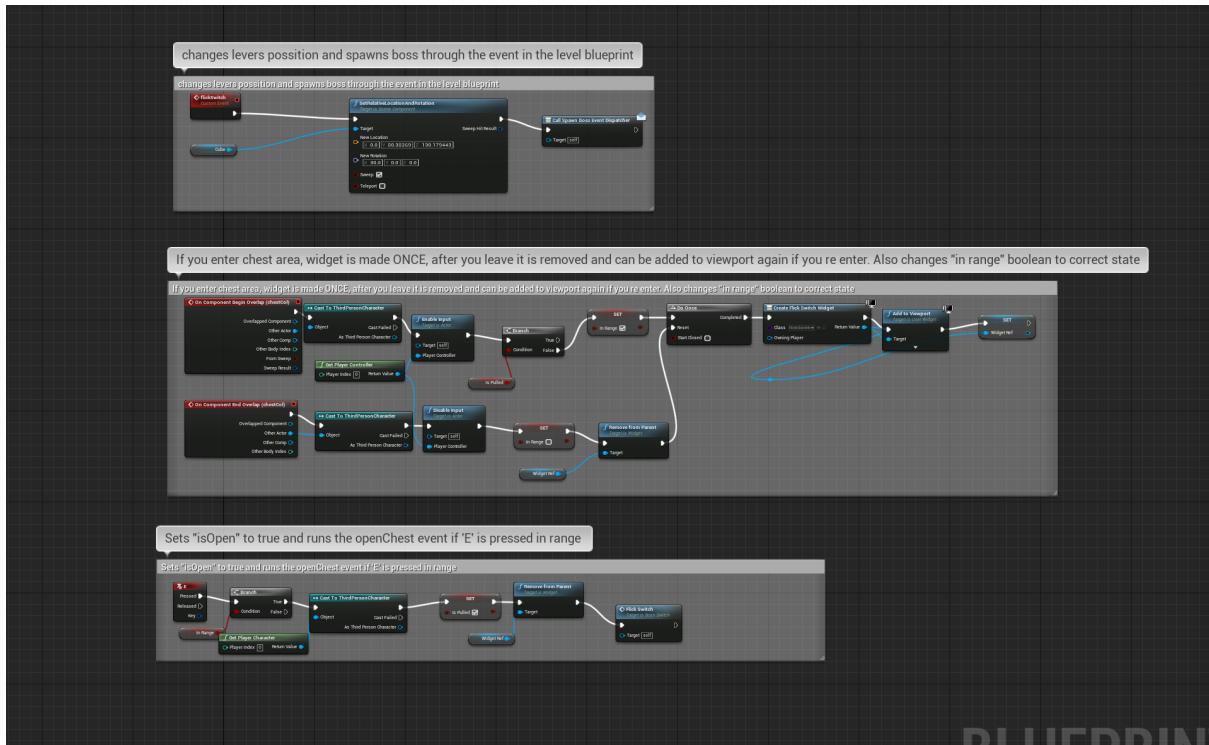
Widget:



Widget Code:

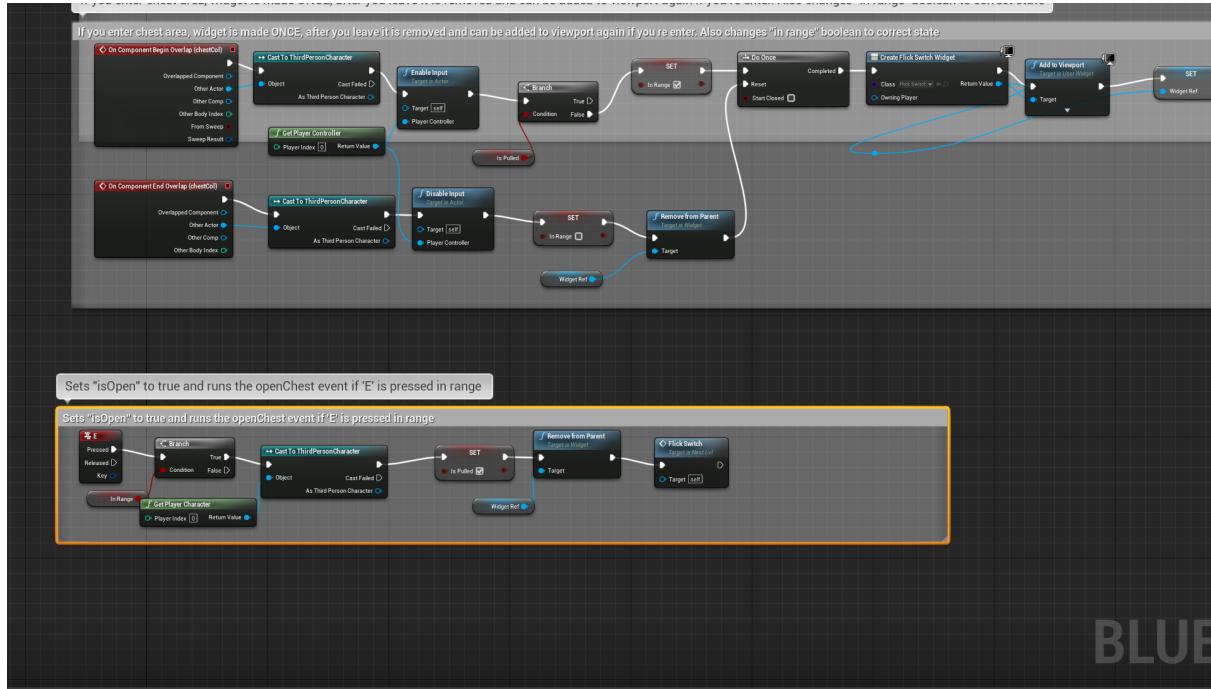


Boss switch:

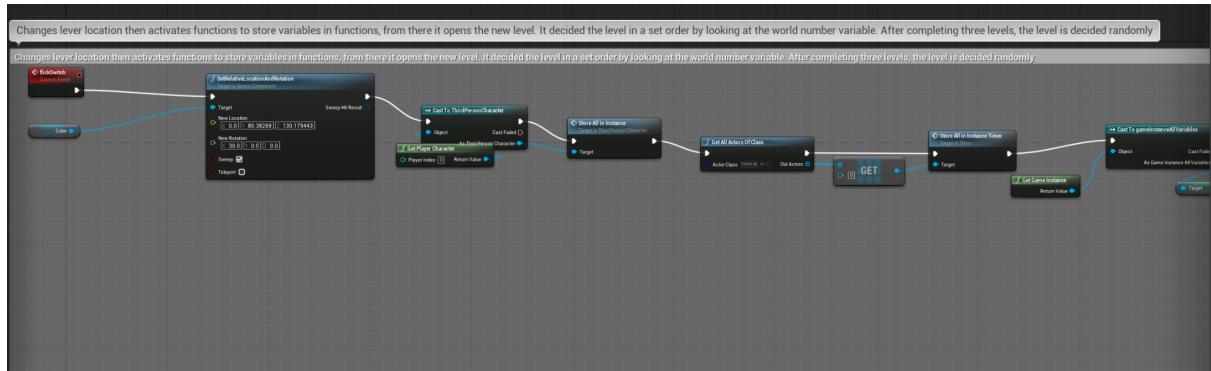


BLUEPRINT

Next level switch:



Lever pulled part 1:



Lever pulled part 2:

