# Class 8

# User Interface

Let’s create a new project and start with the third person shooter game. You will see all the blueprints and configurations already build inside that.

A screenshot of a computer

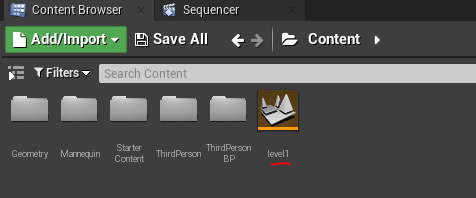
Description automatically generated with medium confidence

For creating the User Interface, first create the empty level.

A screenshot of a computer

Description automatically generated with low confidence

Save the level named as level1 by clicking on File -> Save Current



Your user interface level and your actual game level both are different.

Right Click and create the game mode base.

Graphical user interface, application

Description automatically generated

Now, configure the HUD by right click and select the blueprint class

Graphical user interface, text, application

Description automatically generated

Create the user interface:

From there

Graphical user interface, website

Description automatically generated

You can drag and drop the image and then you can use them inside the UI.

A screenshot of a computer

Description automatically generated with medium confidence

Your UI looks like this

Graphical user interface

Description automatically generated

Now, we can do the screen size and other factor inside that.

Graphical user interface, application

Description automatically generated

CTRL + SHIFT to update the anchor inside the canvas.

Graphical user interface, website

Description automatically generated

Brush and then you can input the image there.

Graphical user interface, application

Description automatically generated

Make sure you put the texture, not the material inside the canvas.

Let’s put a texture on it.

Graphical user interface

Description automatically generated

Graphical user interface, text, application

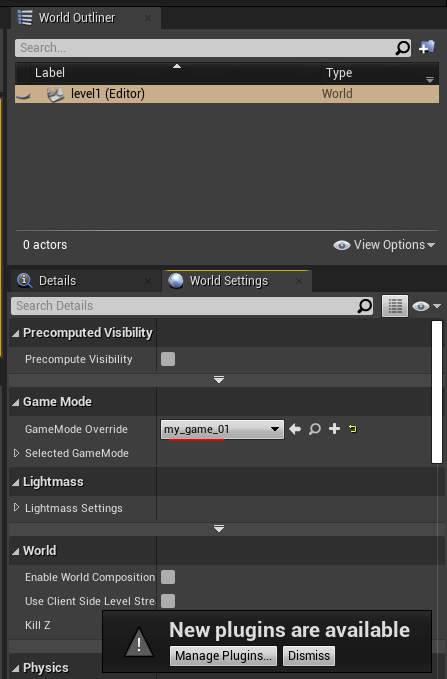
Description automatically generated

Various button effects like hover, clicked and disabled.

Graphical user interface

Description automatically generated

Change your default game mode to the one which you created earlier.



And now open the game mode which you created and then reference the HUD on that.

Then open the HUD and then reference the UI which we created earlier.

A screenshot of a video game

Description automatically generated with medium confidence

Now you need to provide the viewport and player owner to this node.

Graphical user interface, application

Description automatically generated

And let say sometimes you have an option to hide and unhide the cursor depending on the game you are developing.

Graphical user interface, application

Description automatically generated

Now, Let’s add the functionality which handles that play and quit functionality.

Graphical user interface, website

Description automatically generated

Graphical user interface, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated