

MAERKEN

1.5

3.2.5

5.3.1

of

Fig.

.

2.2.1

Weapons and

- A button allow

CZ3

CO

- Second

3.3.6 *Unreal*

After being

Game Info

A

MyGame

Fig.

- Login(): called when a

- `PlayerControllerClass=class'MyPlayerController': use`

.

- CalcCamera(): calculates the camera position and rotation for the player character.

Fig. 3.8:

- Set the timer to activate Perform/) function

MyProjectile Functions

We override

3.4.10

- Tile List: displays and tiles a

- ServerList

- A label displays "Character Class"

4.3.4

Fig.

For

5. GAME CONTENT CREATION, MANAGEMENT AND DISTRIBUTION

5.1 *Art Asset*

^Unreal

REFERENCES