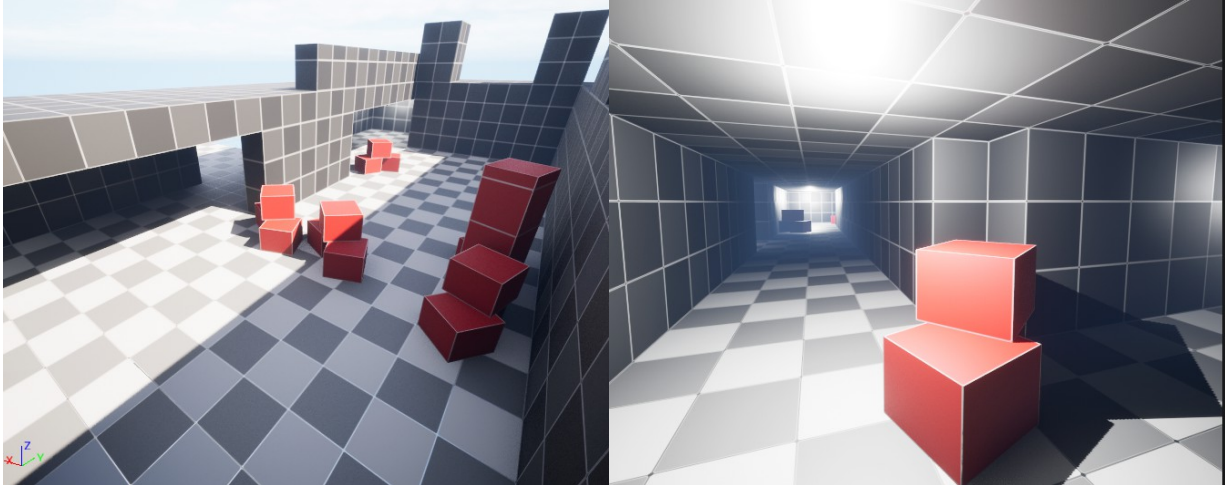


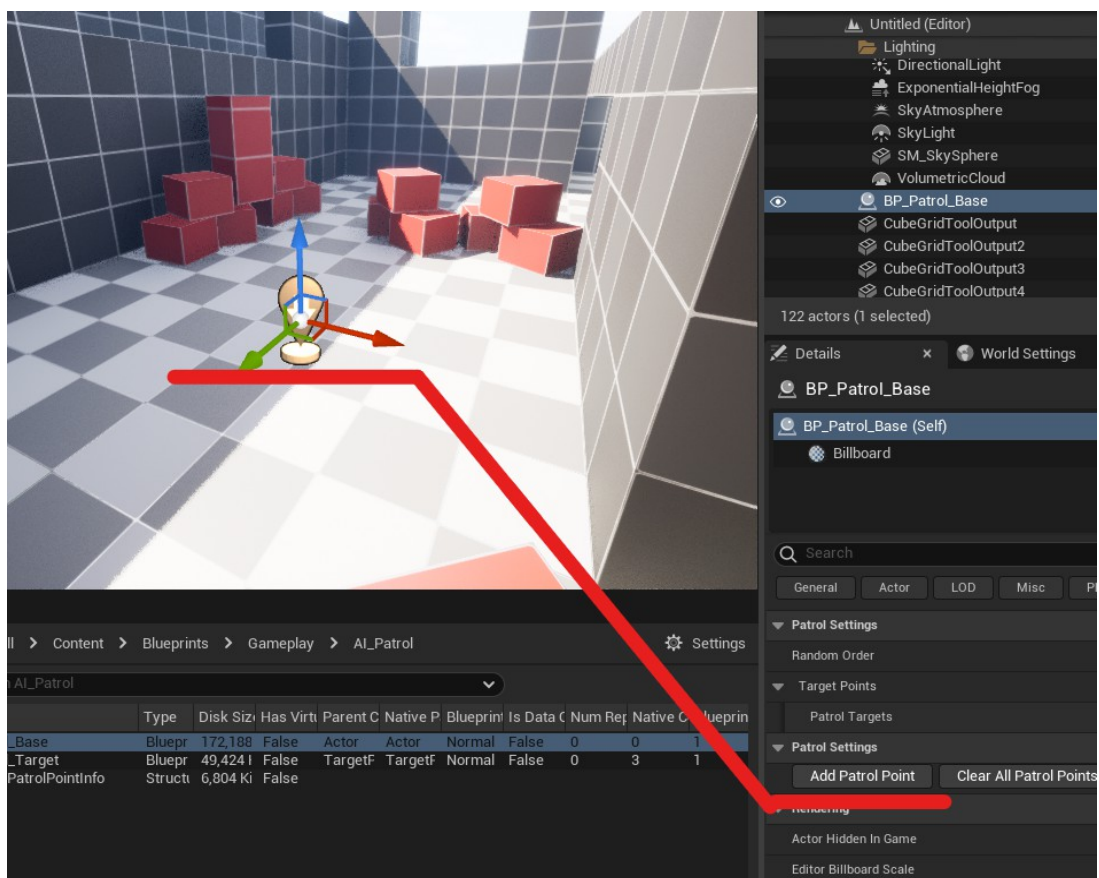
How to create a mission

(in UE5)

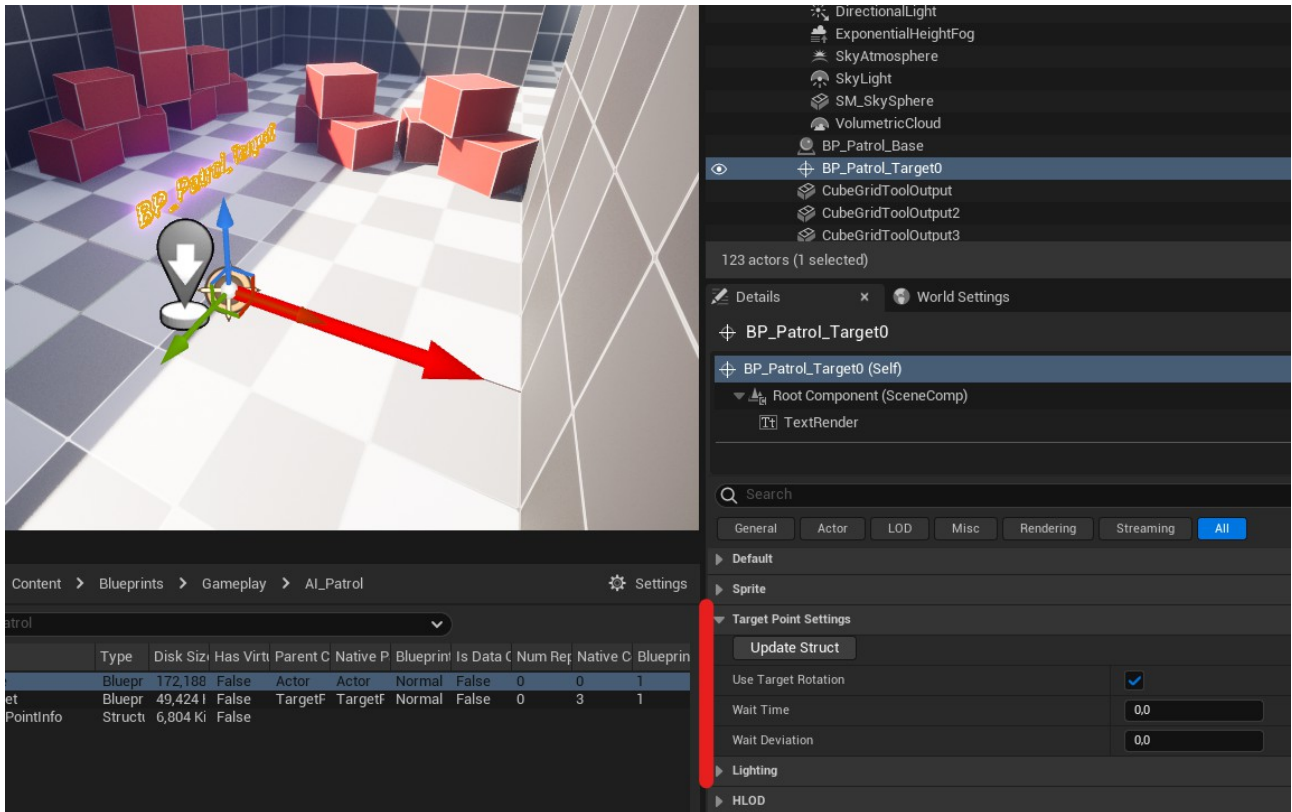
1. Add a new map and create a level blackout



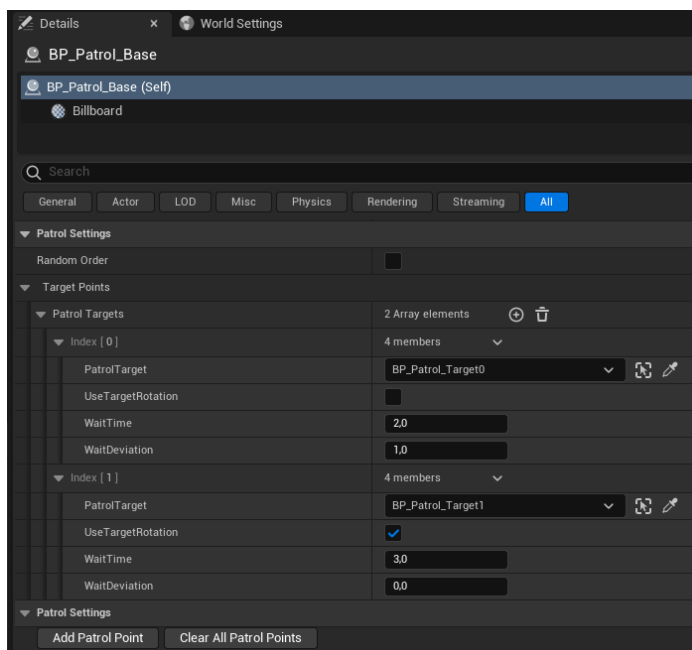
2. To set up npc patrol points place "BP_Patrol_Base" on the map and press "Add Patrol Point".



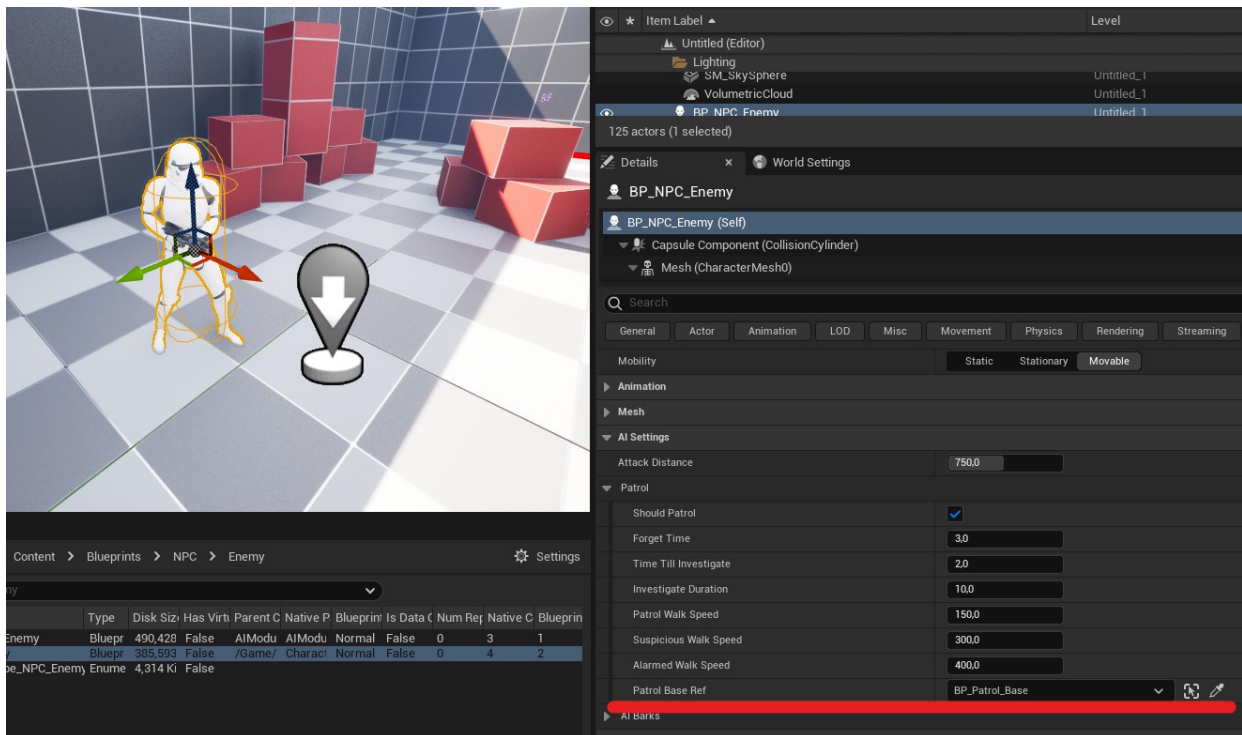
3. A target point (actual npcs' patrol target) will appear that you can position to your liking. There are specific patrol settings that can be adjusted for each target point. You can either hit "Add Patrol Point" again or just copy the target point. If copied (or if changing any values in the target point), be sure to hit "Update Struct" after doing so. This will ensure that the target point data gets updated in "BP_Patrol_Base".



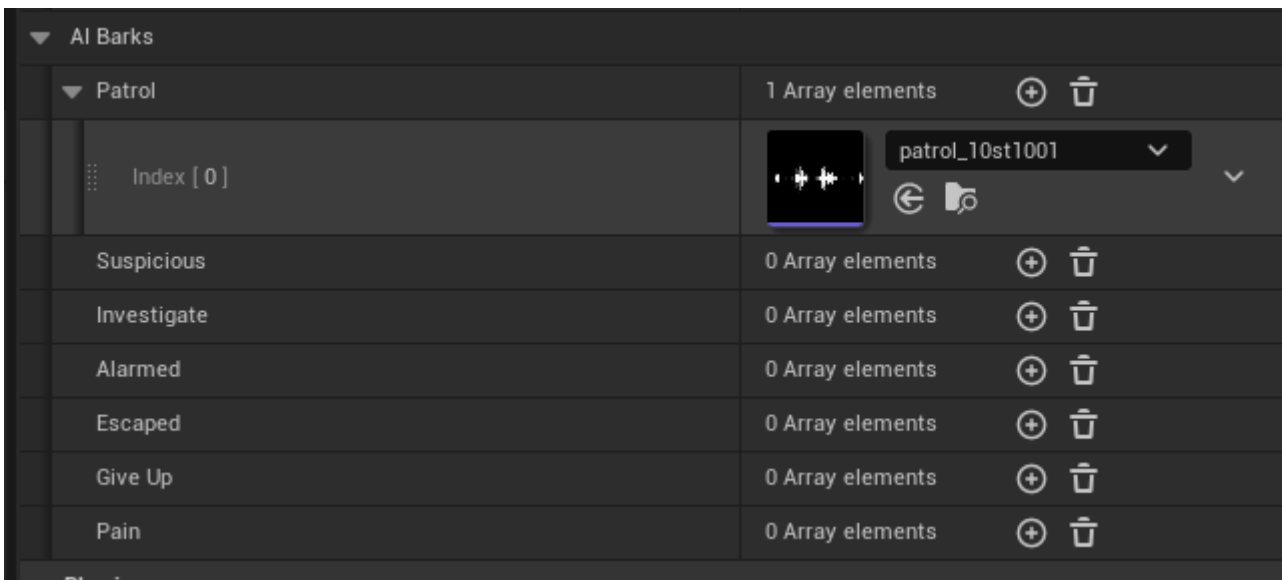
4. You can now see all target points listed in "BP_Patrol_Base". If you want the npc to patrol randomly to each target point you can set "Random Order" at the top to true. If you want any values to be changed you can do that here too. No need to go back to each target point.



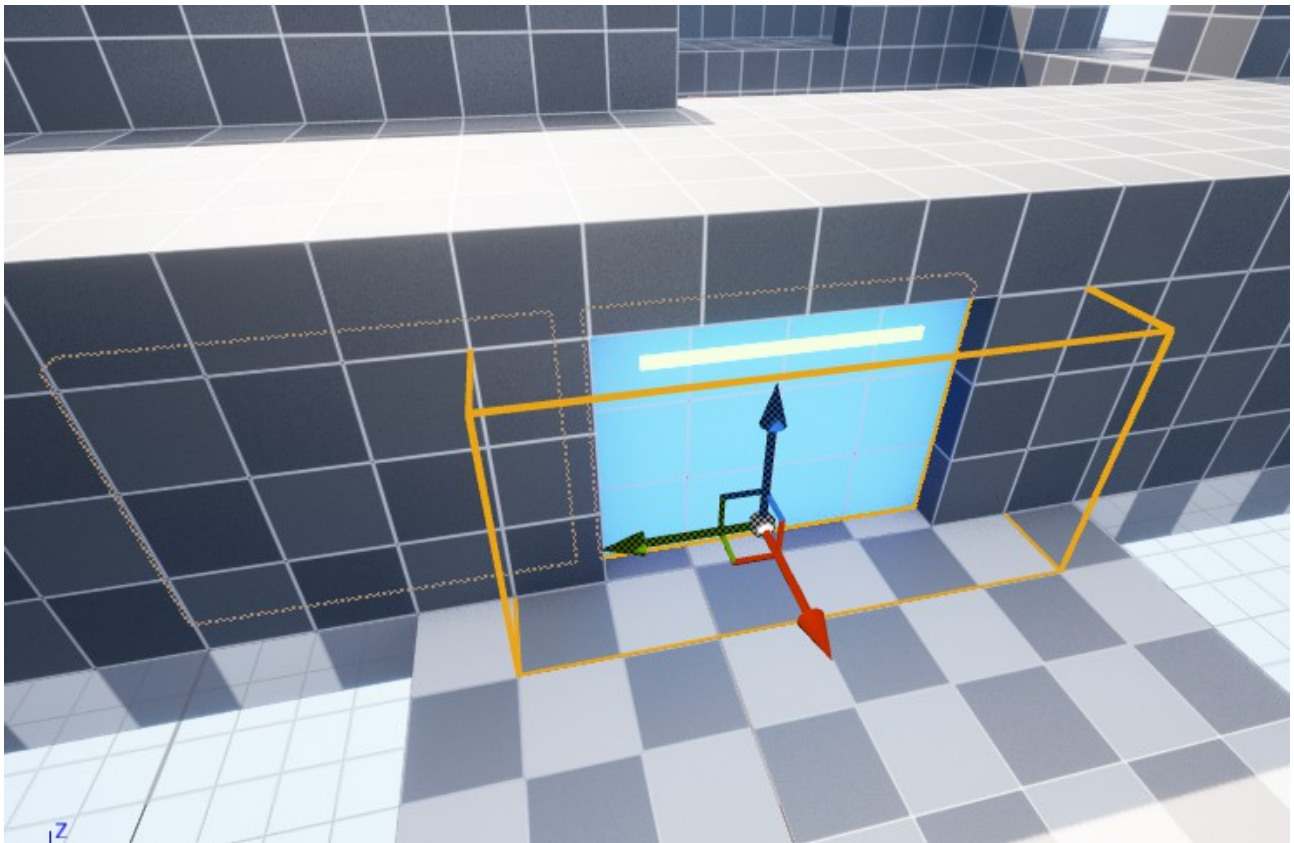
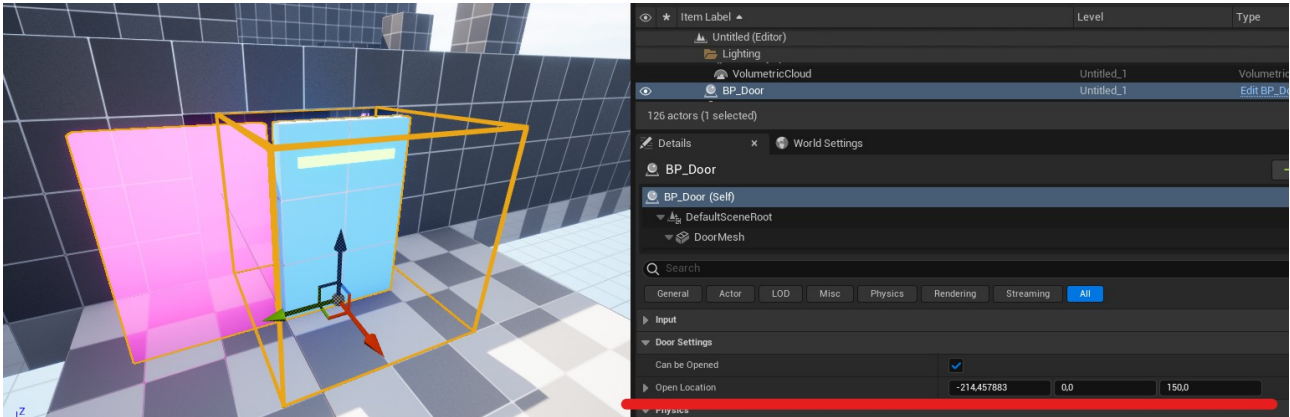
- 5.** Now add "BP_NPC_Enemy" to the level and select "BP_Patrol_Base" under "Patrol Base Ref". There are a number of different AI behavior values that can be edited for each npc. (Tooltips available).



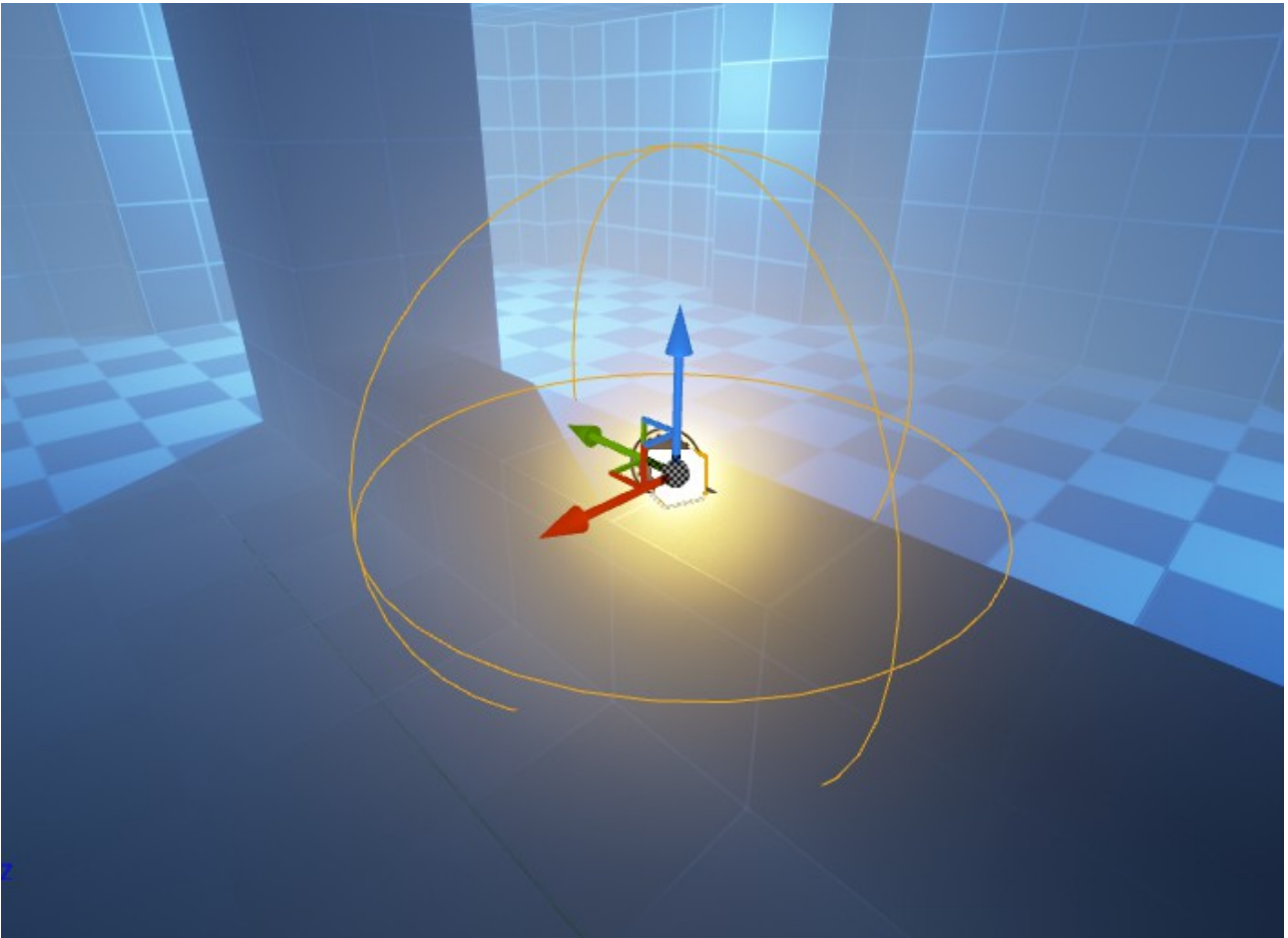
- 6.** AI barks (wav files) for various behavior states can also be added.



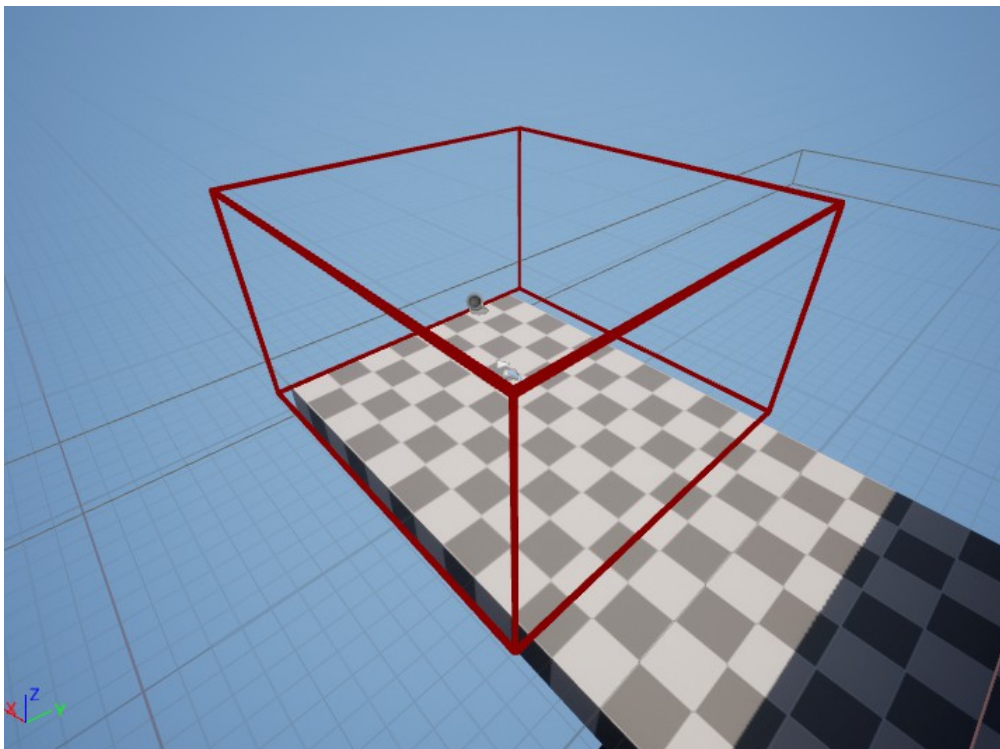
- 7.** Use "BP_Door" and place it at the desired location. Under "Door Settings" set "Can be Opened" to true if the door should open when overlapping with the triggerbox (both player and npc). Change the value of "Open Location" to determine in which direction the door should open. The pink translucent box is the indicator for that. The door can also be scaled to fit its environment.



8. Place "BP_MissionItem" at the desired location. Overlapping with the sphere collision will *"collect"* the item.



9. Place "BP_Trigger_MissionComplete". This will determine where the mission will end when "BP_MissionItem" is collected.



- 10.** Finally the mission event text prompts can be changed by editing "WBP_MissionBegin", "WBP_MissionItemAcquired" or "WBP_MissionSuccessful".

