

This week the tutorials that we were given to work through cover how to design and implement a menu system. We were shown how to create a main menu level a graphical UI widget, and then how to create overlays for the widget that contained our menu options. We were then shown how to create and apply animations along with their timings to the main menu options that we created, and shown how to set these features up on in the graph view.

To meet the rubric for this week's assignment, we were also asked to include a controls section in the menu to let players know what inputs they have available to them. I went ahead and added that section to my rapid prototype, and this can be seen on display in the video attached with this week's assignment.

For how I will be applying and implementing the tools learned this week to my final rapid prototype, I will be using the same, or a similar implementation to create the navigation and main menu for my game prototype. I noticed after the tutorial finished, that if I held mouse buttons when on the menu level, the temporary character model that I am using appeared and looked as if it was falling. I took a few extra minutes to look for solutions online, and then applied them to fix this issue. I created a menu specific game mode for the main menu level and set it for the main menu map. I then used the override feature to apply the spectator pawn to the menu game mode, and now the menu map is working as intended, and only uses the placeholder model when an actual level is loaded.

I would like to implement a sub-menu for level selection where the play button currently is located in the main menu. When the levels button is selected, it will show a list of available levels, and allow the player to select a level from the ones that they have unlocked that they would like to play on. After selecting a level, you will see a small description of the level, and then the player will have the ability to press the play button at the bottom of the menu to load into the game. Next to the play button I

would like to place a return / cancel button that would return the player to the main menu when pressed.