Attribute Menu

# Game Plan

Attributes show: Primaries, Secondaries, Vital on bars

+ Button for Primary, so that we can increase the primary when level up; the secondary will increase automatically with inherited values via modifiers.

A screenshot of a video game

Description automatically generated

Will require some design thought.

* Values are show with own frame so there’s a widget we can reuse
* FN to set value of numerical data represented
* Rows with text and framed value for each attribute
* Own widget
* Primaries are similar but also have button
* Row widget + Own widget for widget
* Reuse functionality from 2ndary?
* One big widget for menu itself
* How to construct?
* Not all 2nd attributes shown
* Scrollbar to move down to see additional values

A screenshot of a game menu

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So:

* Framed Value widget for numbers
* Row widget contains text box and also framed value widget
* Primary is a row widget with and additional button widget
* Attribute menu widget contains many row widgets and scrollbar
* Health and mana own widget progress bars
* Close menu widget

A black background with yellow text

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# Framed Value

New UI BP

Attribute menu an Overlay? New folder is tidier

WBP\_FramedValue based on AuraUserWidget

+SizeBox

FillScreen to Desired

Override Height and Width to arbirary values 80/45 to work with for now, change later if needed

Box Size (rename to Box Size Root) set to variable; in Graph set Height and Width of box as variable floats

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Set category for W + H

Drag in Size Box Root and call set overrides from Event PreConstruct

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Check defaults, currently at zero and collapse to Function



Size box now exists. To add to the menu:

* Background colour/image
* Border
* Text

Since things are going to be on top of one another will need to add an overlay that is a child of the size frame and set to fill it

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Add an image of a child of the overlay, give it a value, either plain black RBG sliders or an asset:

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This is an animated asset like the health/mana globes and has params we can set to preference:

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Renamed the new elements and set as variable, then set in the graph:

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Remember to set a default value for the brush

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This way we can set variations, like colour, in child BPs if we want

Collapse to Fn

Add new image for the border

Fill H + V

For image pick desired border asset

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Change Draw As from Image to Border and choose margin size – I went with 0.5 for all.

The size box can be changed in size and the border and background will stretch to match

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For now I won’t parameterise the border, we can always change that later if we want!

Add Text block. Will set default as a 2 digit number for convenience

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Set alignment (centre)

Set Justification (center)

Change font

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Play with font size and outline settings for appearance

Set the text as a variable so we can set the value with Fn later

# Text Value Row

New Widget WBP\_TextValueRow

Add Sizebox, override W and H, as before with the frame

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We’ll add elements left to right; first text, then the framed value widget

Add Horizontal Box and text to that box, horizonal align left, centre vertical

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Set default text, font, fontsize outline and fontspacing to taste

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Add FramedValue Widget, set to fill, right, center

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Add a spacer after it to modify the size a little

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Test with longest attribute names (intelligence, critical hit resistance)

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Too long! Make the size box bigger!

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Description automatically generated

Better!

The spacer works well, but remember we will also need to add a button in a child class

For this we can add a Named Slot

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Slot will allow children to have more widgets on the named slot

Tinker a little for overall taste:

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