



**UNREAL**  
ENGINE



# GETTING STARTED

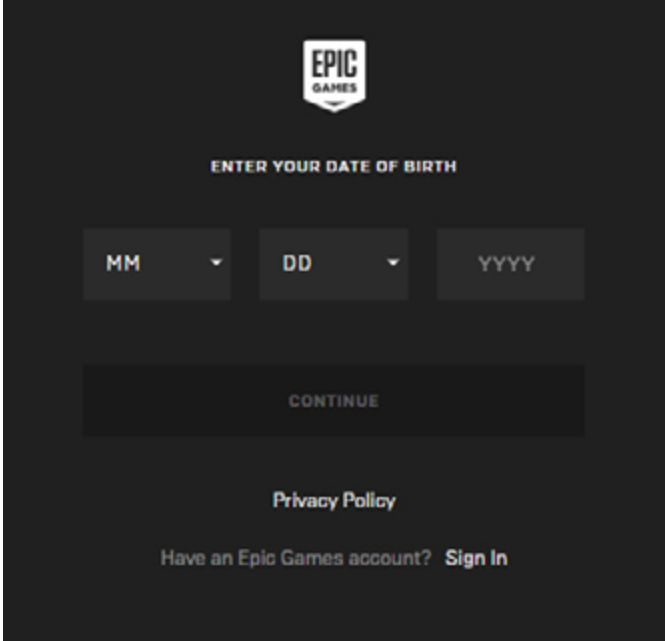
## Getting Started

If you don't have Unreal Engine installed on your computer, follow these steps. If you already have Unreal Engine installed, you can skip to the **Loading the Hour of Code Project** section.

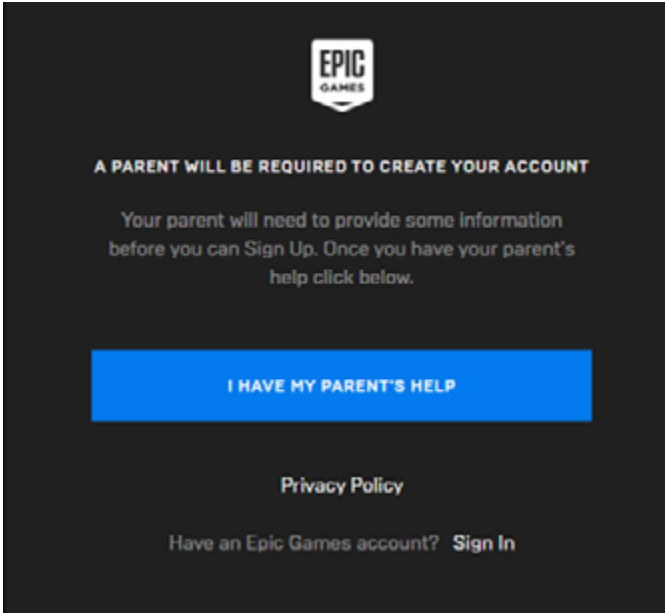
### Create an Epic Games Account

To download Unreal Engine, you will need to create an Epic Games account via <http://www.epicgames.com>

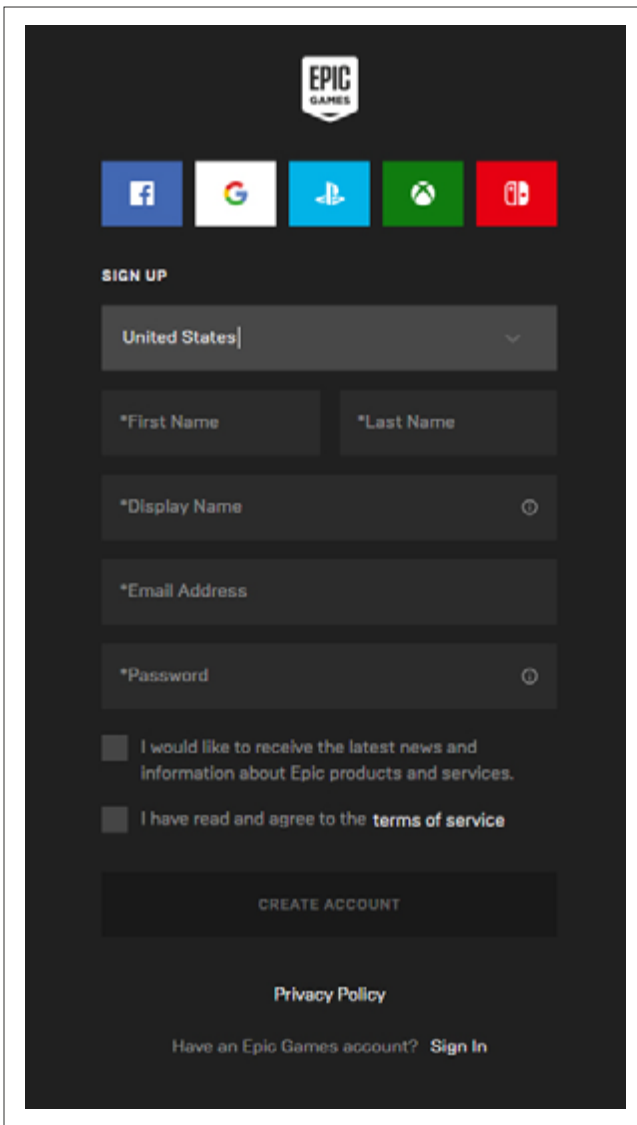
1. Students will be prompted to enter a date of birth.

The image shows the Epic Games account creation interface. At the top is the Epic Games logo. Below it, the text "ENTER YOUR DATE OF BIRTH" is displayed. There are three input fields for "MM", "DD", and "YYYY", each with a dropdown arrow. Below these fields is a large "CONTINUE" button. At the bottom, there is a link for "Privacy Policy" and a link for "Sign In" with the text "Have an Epic Games account?" preceding it.

2. Students under 13 will be required to create an account with a parent.

The image shows the Epic Games account creation interface for users under 13. At the top is the Epic Games logo. Below it, the text "A PARENT WILL BE REQUIRED TO CREATE YOUR ACCOUNT" is displayed. A paragraph follows: "Your parent will need to provide some information before you can Sign Up. Once you have your parent's help click below." Below this text is a large blue button with the text "I HAVE MY PARENT'S HELP". At the bottom, there is a link for "Privacy Policy" and a link for "Sign In" with the text "Have an Epic Games account?" preceding it.

3. Students over 13 can create their account by completing the online



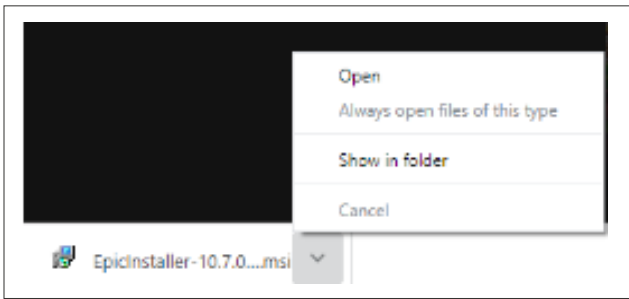
The image shows the Epic Games Sign Up form. At the top is the Epic Games logo. Below it are five social media icons: Facebook, Google, PlayStation, Xbox, and Nintendo Switch. The form is titled "SIGN UP" and includes a dropdown menu for "United States". Below this are input fields for "\*First Name", "\*Last Name", "\*Display Name" (with a help icon), "\*Email Address", and "\*Password" (with a help icon). There are two checkboxes: "I would like to receive the latest news and information about Epic products and services." and "I have read and agree to the [terms of service](#)". At the bottom is a "CREATE ACCOUNT" button, a "Privacy Policy" link, and a "Sign In" link for existing users.

## Epic Launcher Download/Install

To use the Unreal Engine it is necessary to download and install the Epic Launcher from the [Epic Games Store Website](#). Navigate to the site and in the upper right corner, you will see the "Get Epic Games" link.



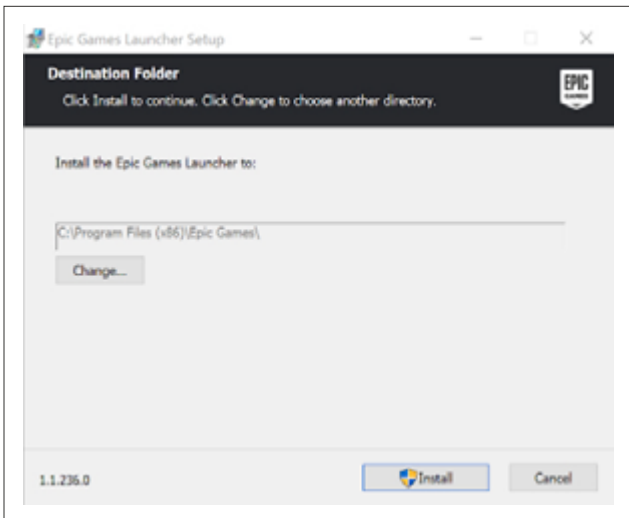
Clicking the link will start the installer download if you are using Google Chrome. Once downloaded you can open the file to run the installer.



If you are using the Microsoft Edge browser, you will be prompted to Run or Save the installer. If you click run it will download and run the installer.



When you run the installer, you will be prompted to install it and select the directory where you would like it installed.



With the Epic Games Launcher installed, open it up and sign in using your Epic ID.

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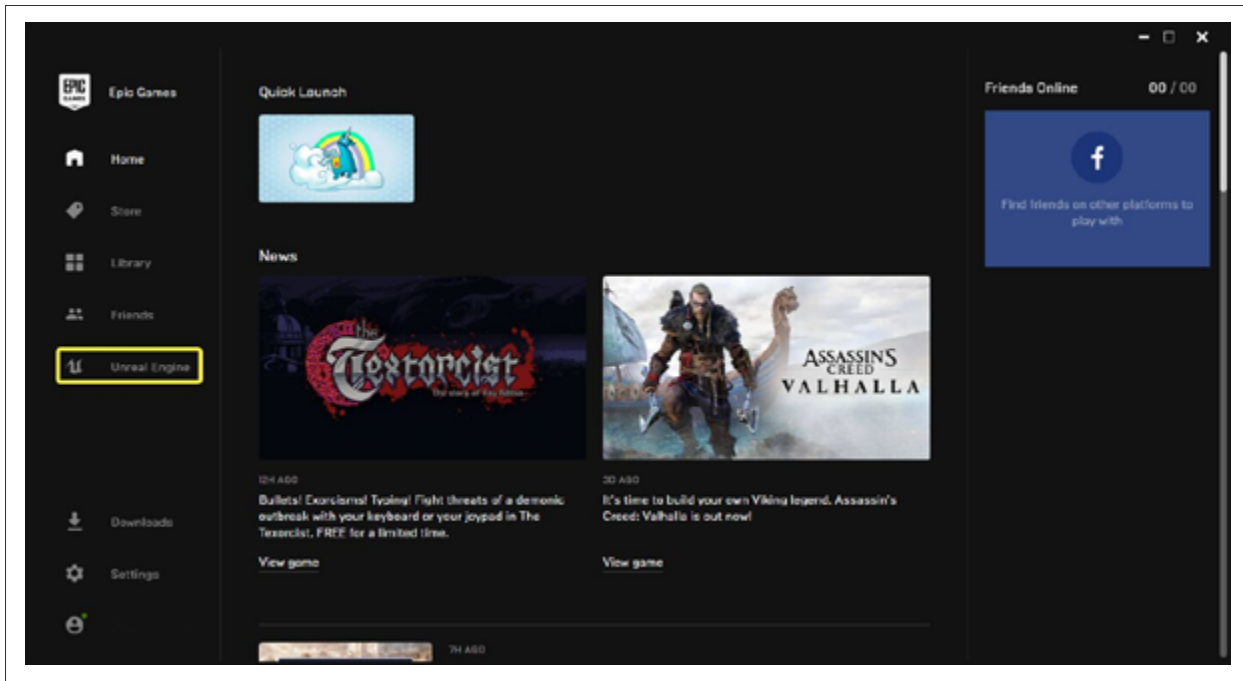
## Installing Unreal Engine

Now that you've signed into the Epic Games Launcher, you're ready to install UE4.

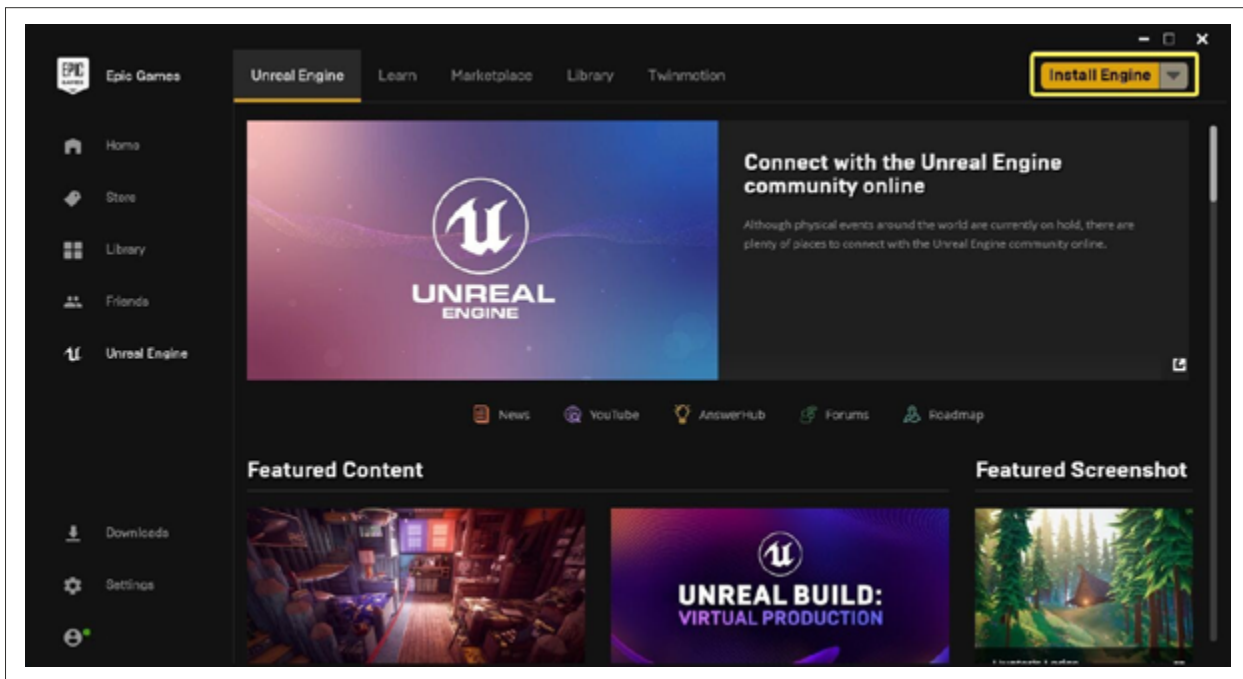
**Space Requirements:** Unreal Engine uses approximately eight gigabytes of disk space for every version of the engine that is installed on a machine. Make sure you have plenty of disk space prior to installing Unreal Engine.

Click the **Unreal Engine** tab inside the Epic Games Launcher each computer.

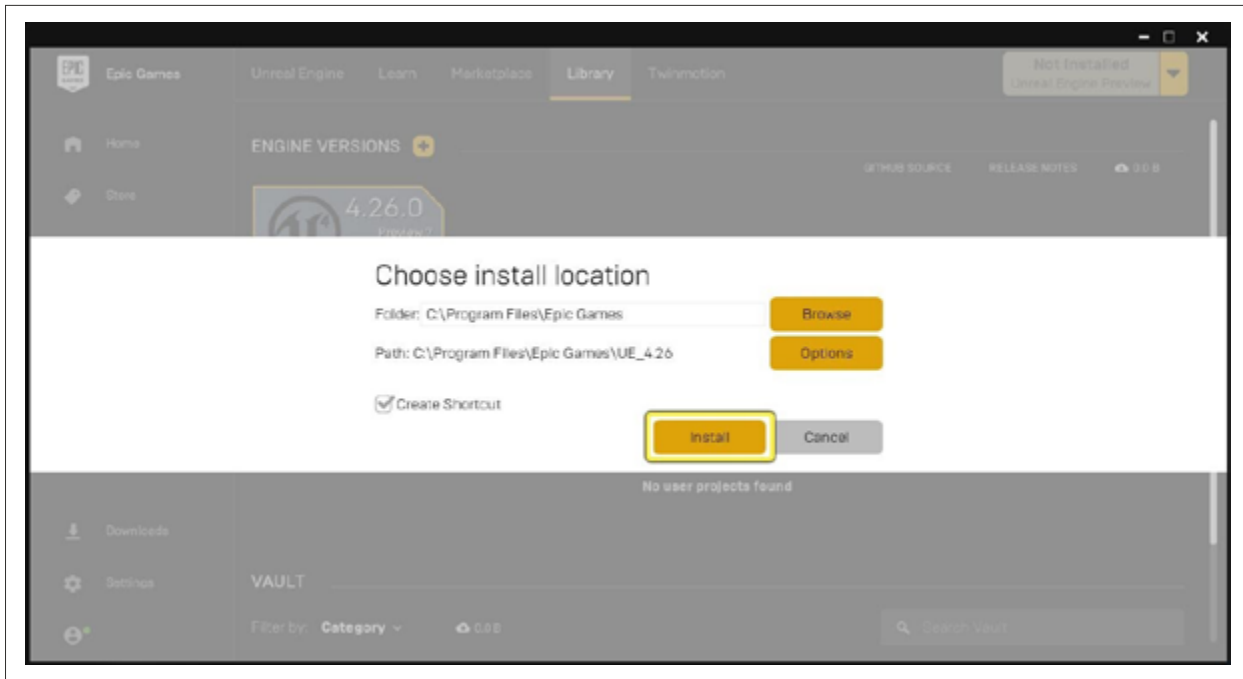
The following will help facilitate the process:



Click the Install Engine button to download and install the latest version of Unreal Engine.



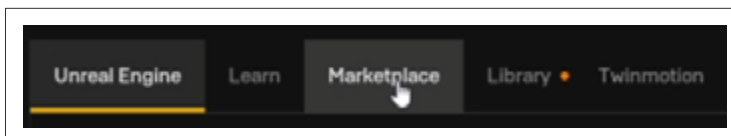
Choose a location for the Unreal Engine installation or accept the default one and click **Install**. Depending on your system specifications, downloading and installing Unreal Engine will take between 10-40 minutes.



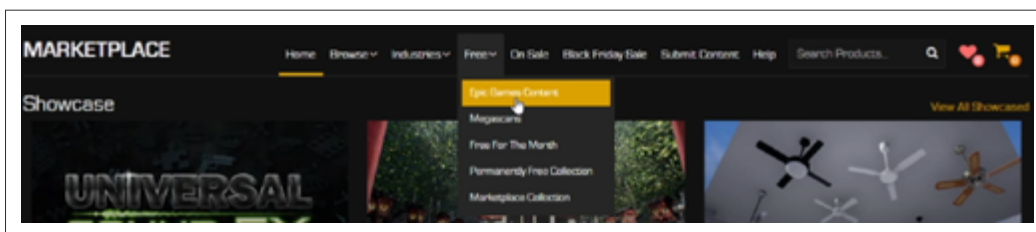
## Loading the Hour of Code Project

While **Unreal Engine** is installing you can download the **Hour of Code Project** files in the marketplace.

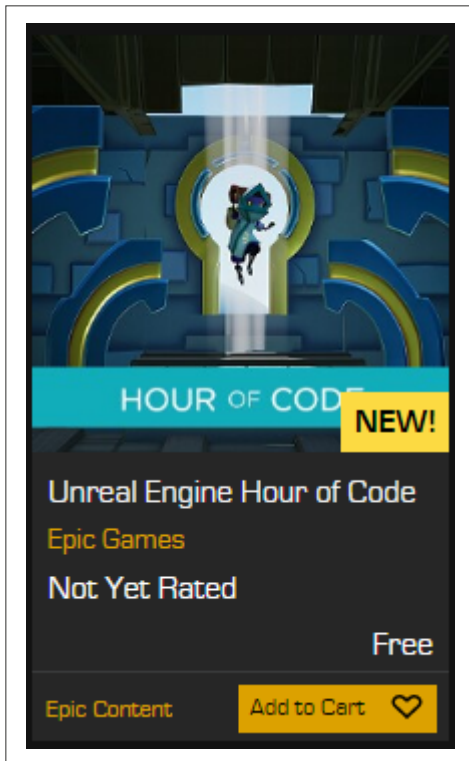
First, click on the **Marketplace** tab at the top of the screen.



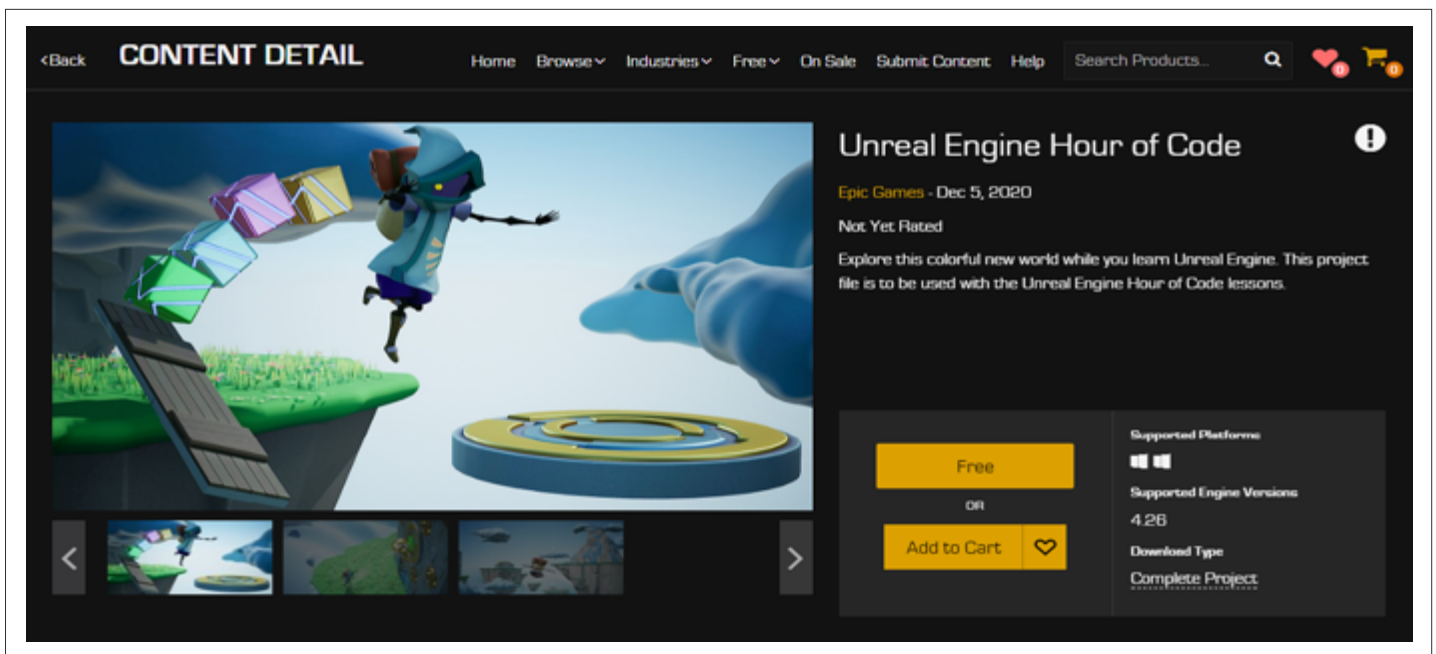
Once the **Marketplace** loads, hover over the **Free** section and select **Epic Games Content**.



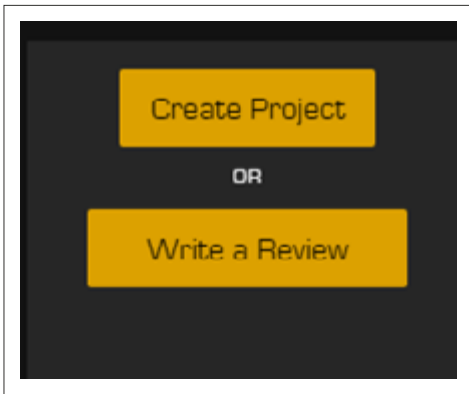
Once you see the **Epic Games Content**, look for and select the **Unreal Engine Hour of Code** project. If you do not find it, you can also use the search bar in the top-right corner.



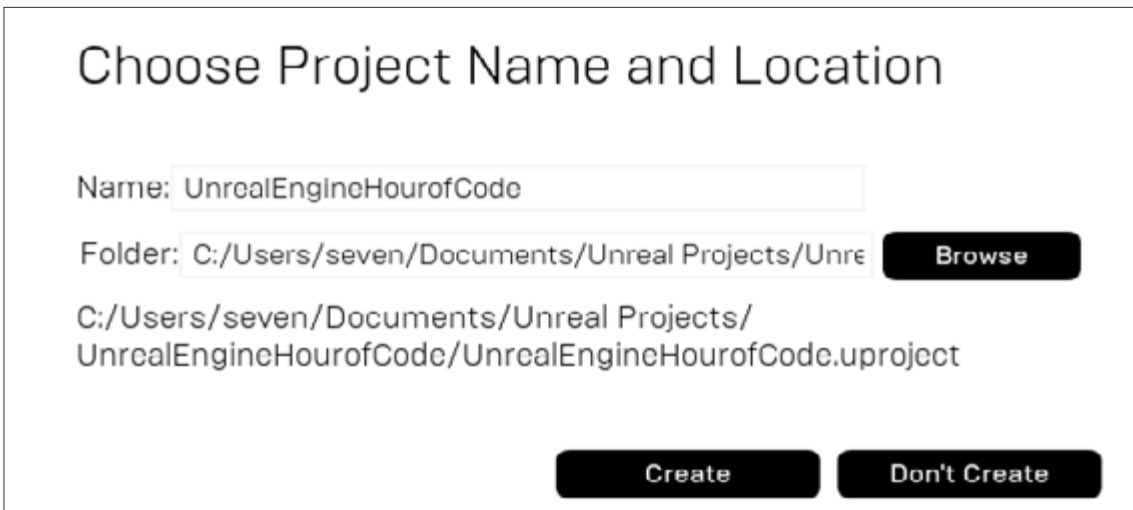
Once the project page loads, it should look like this.



Click the **Free** button and then select **Create Project**.



Click **Create** on the prompt that appears.

A screenshot of a 'Choose Project Name and Location' dialog box. It features a text input field for 'Name' containing 'UnrealEngineHourofCode'. Below it, a 'Folder' field shows a file path, followed by a 'Browse' button. At the bottom, there are two buttons: 'Create' and 'Don't Create'. The dialog has a clean, white background with black text.

Once the project finishes downloading, you will see the **Unreal Engine Hour of Code** project under **My Projects**. Double click on the project to begin!

The project will now open. Be patient, it could take a few minutes to build the project.

