PROGRAMMATION AVANCÉE DE JEUX VIDÉO

TP BLUEPRINT TIME ATTACK RACER
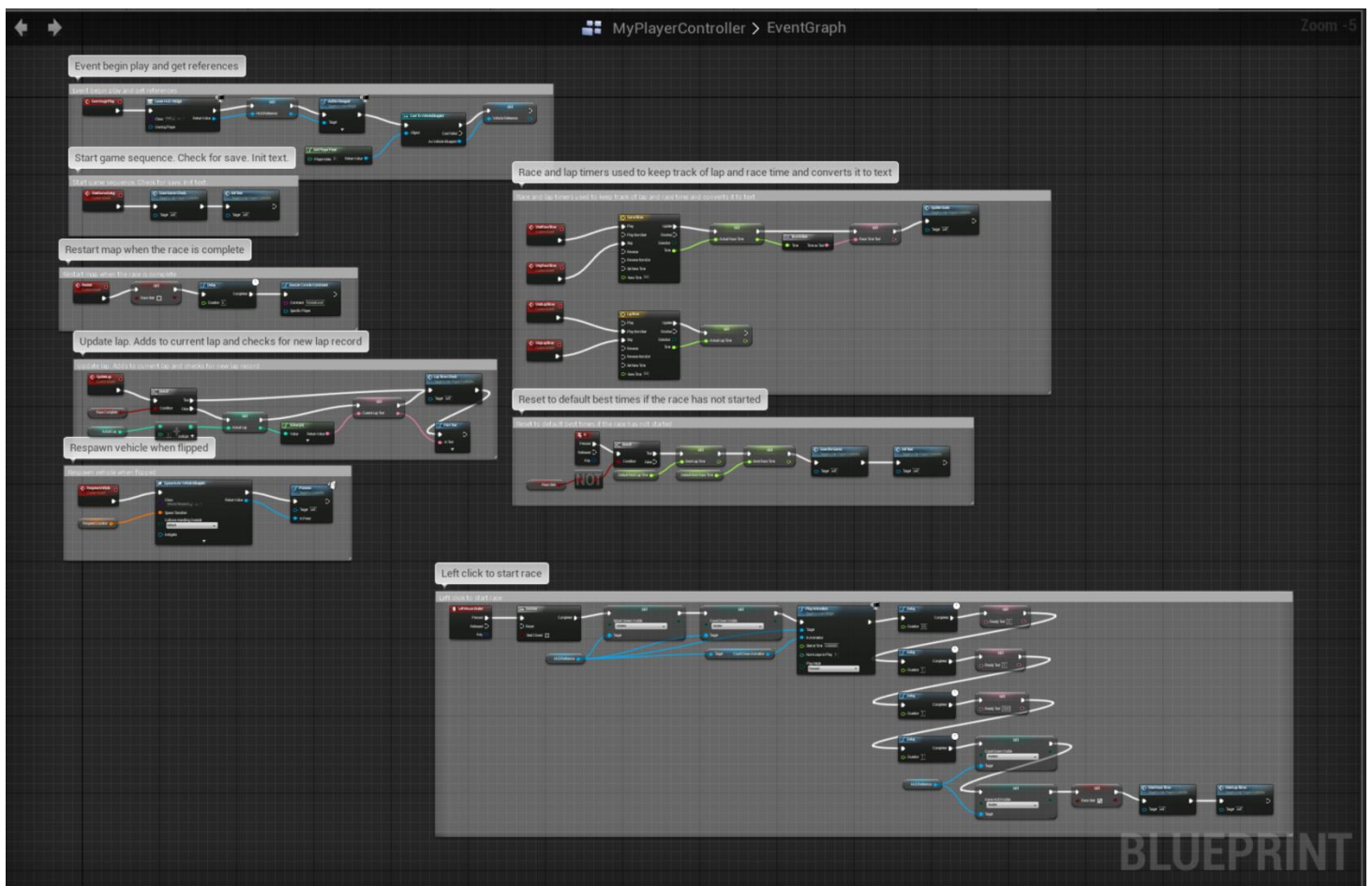
1795150 | Dmitri Azimov

À visiter pour une démo :

Blueprints

MyPlayerController

Event Graph

InitText

SaveGameCheck

SaveTheGame

LoadTheGame

LapTimeCheck
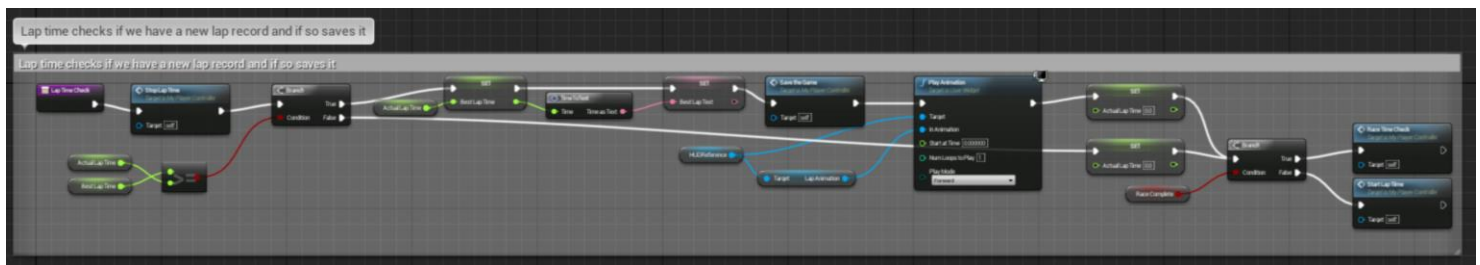
RaceTimeCheck
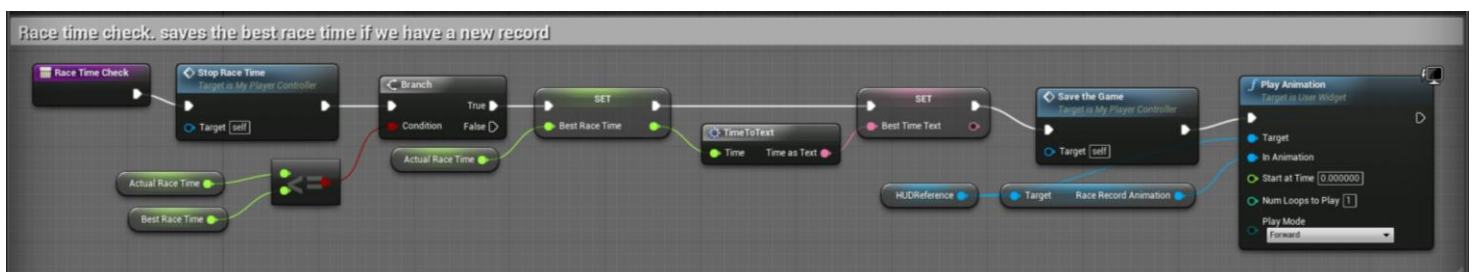
UpdateGoals
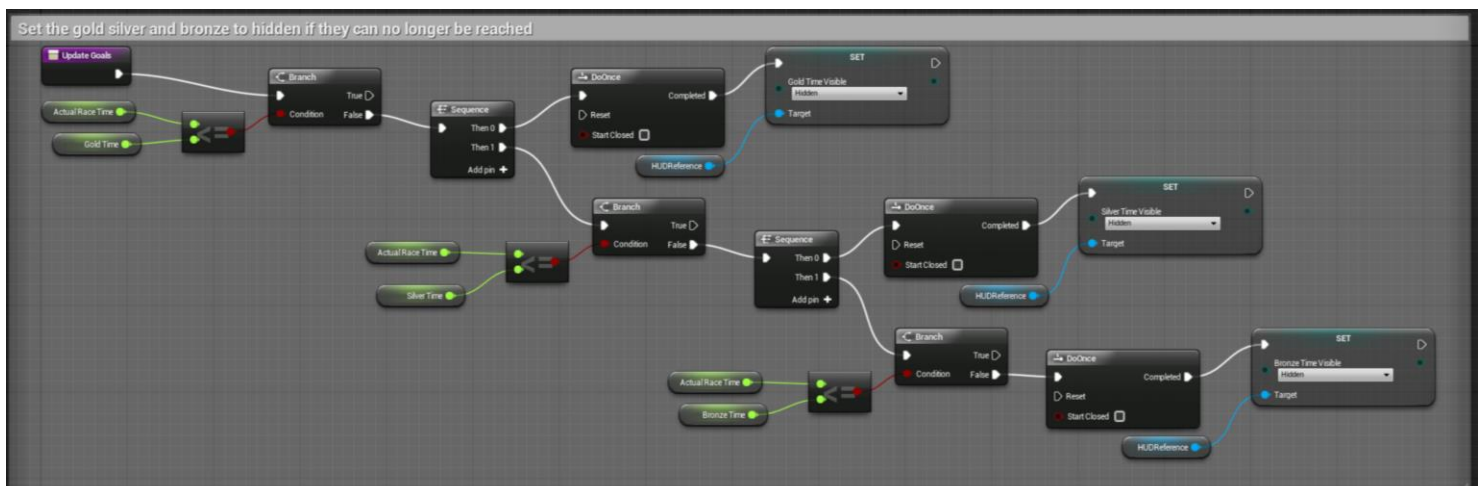
Checkpoint

Viewport
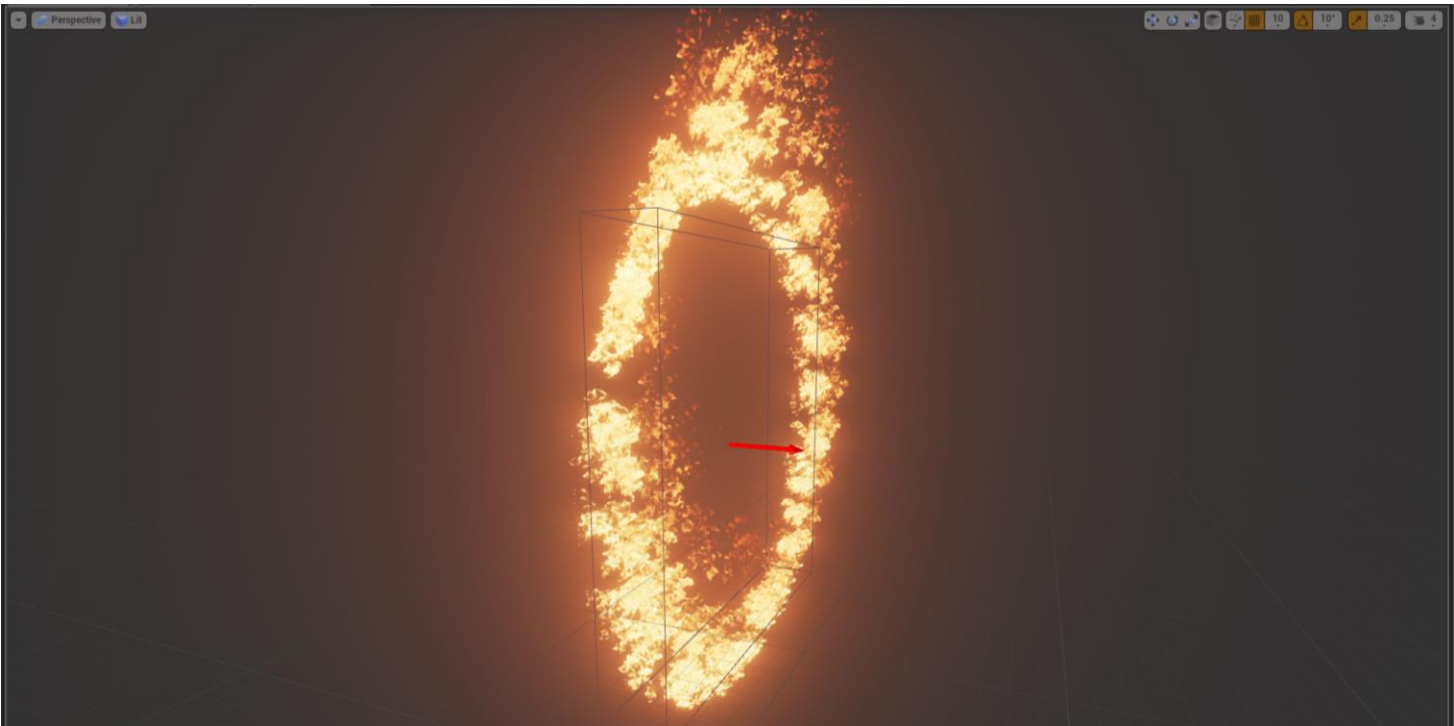
Event Graph
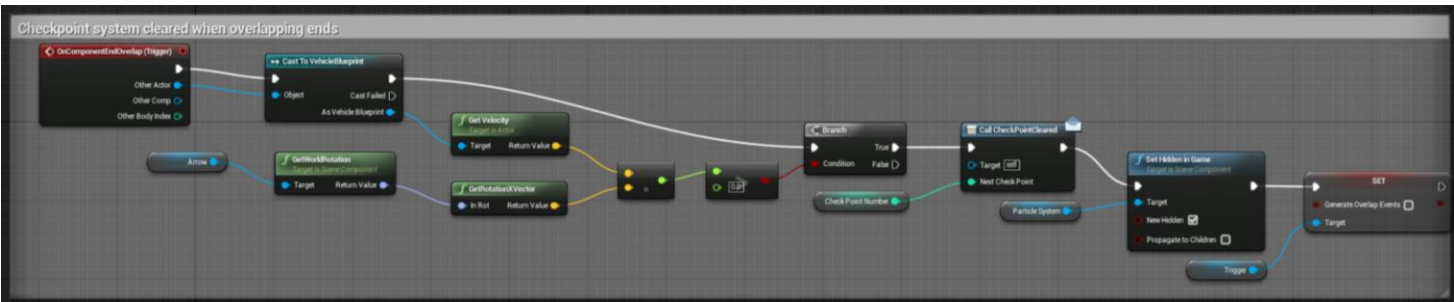
MySaveGame

Variables
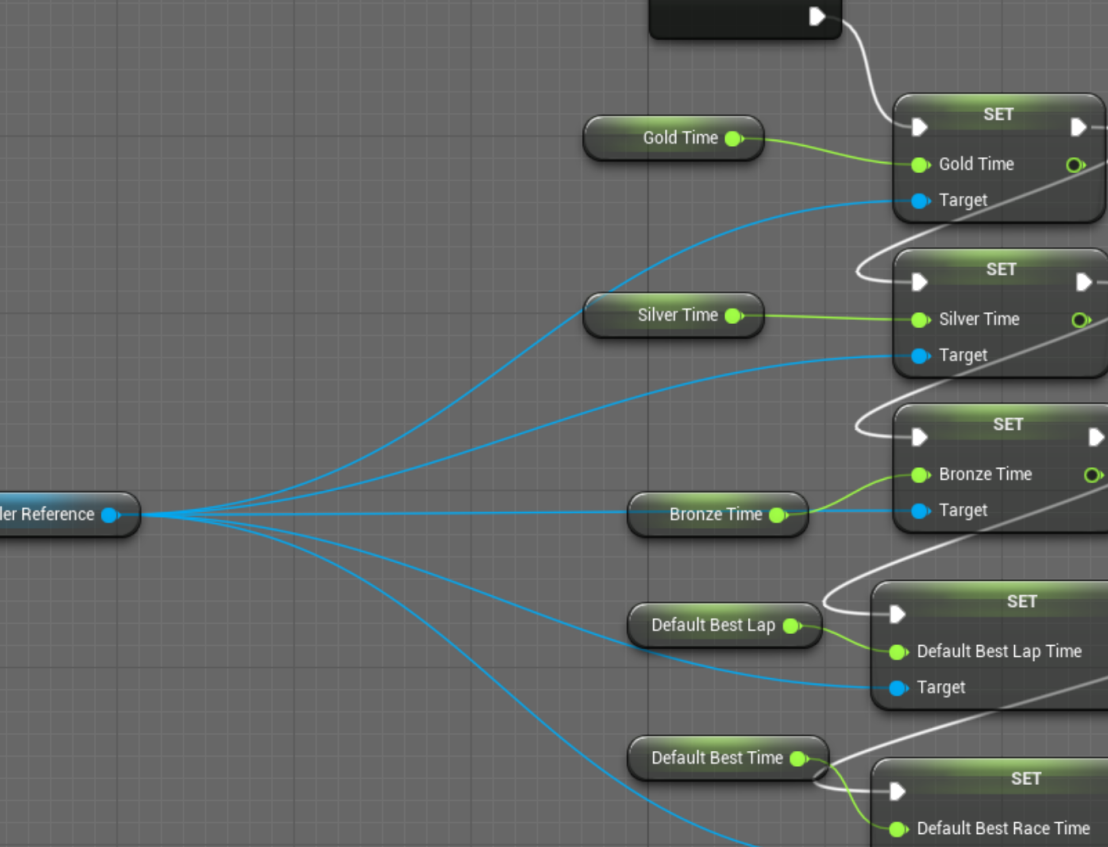
Tracker

Event Graph
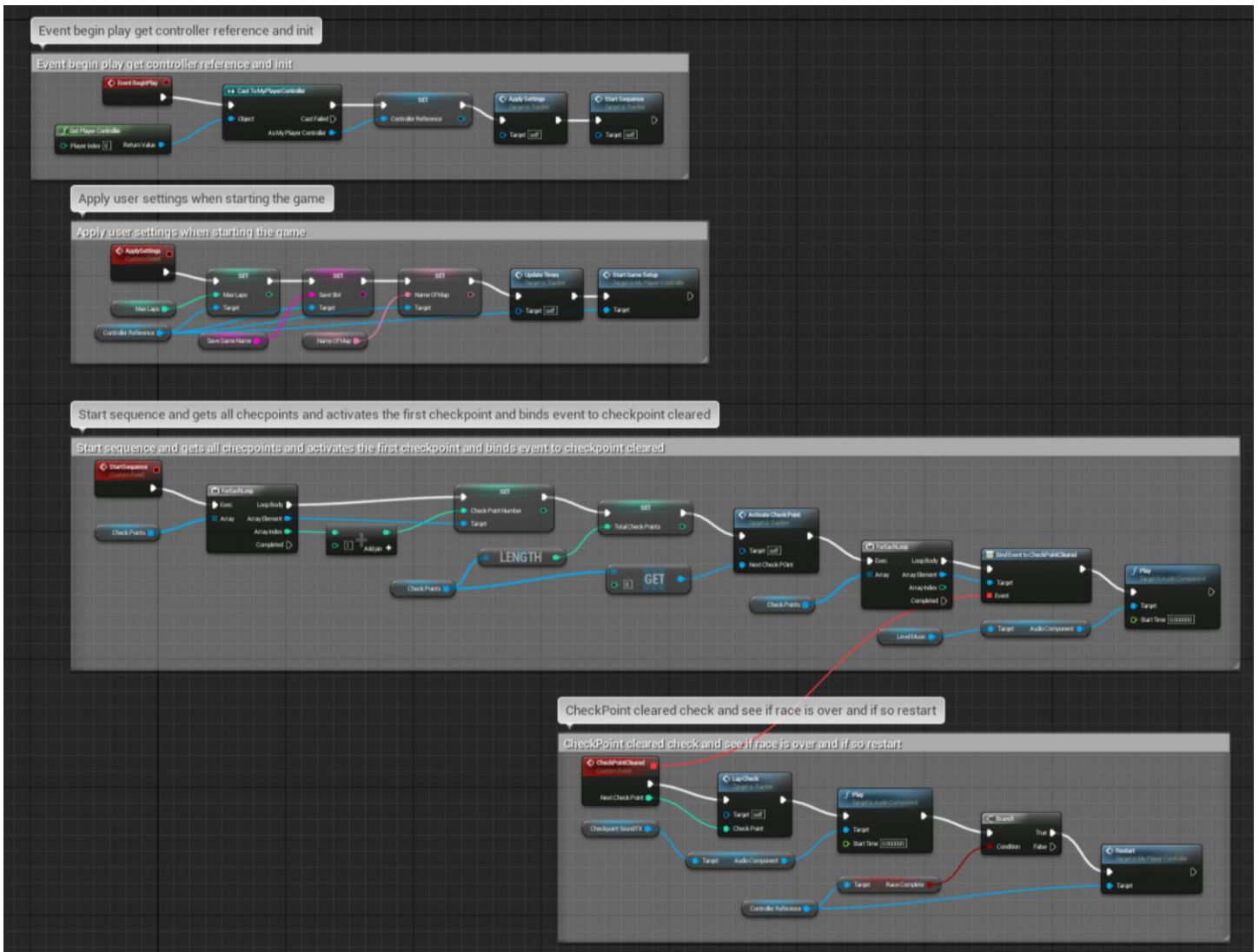
UpdateTimes

Pass user times to my player controller times

LapCheck

Lap check script. Checks to see if we completed the race

ActivateCheckPoint

This will Acivate the next checkpoint

RaceCompleteCheck