

PROGRAMMATION
AVANCÉE DE JEUX
VIDÉO

TP BLUEPRINT TIME ATTACK RACER

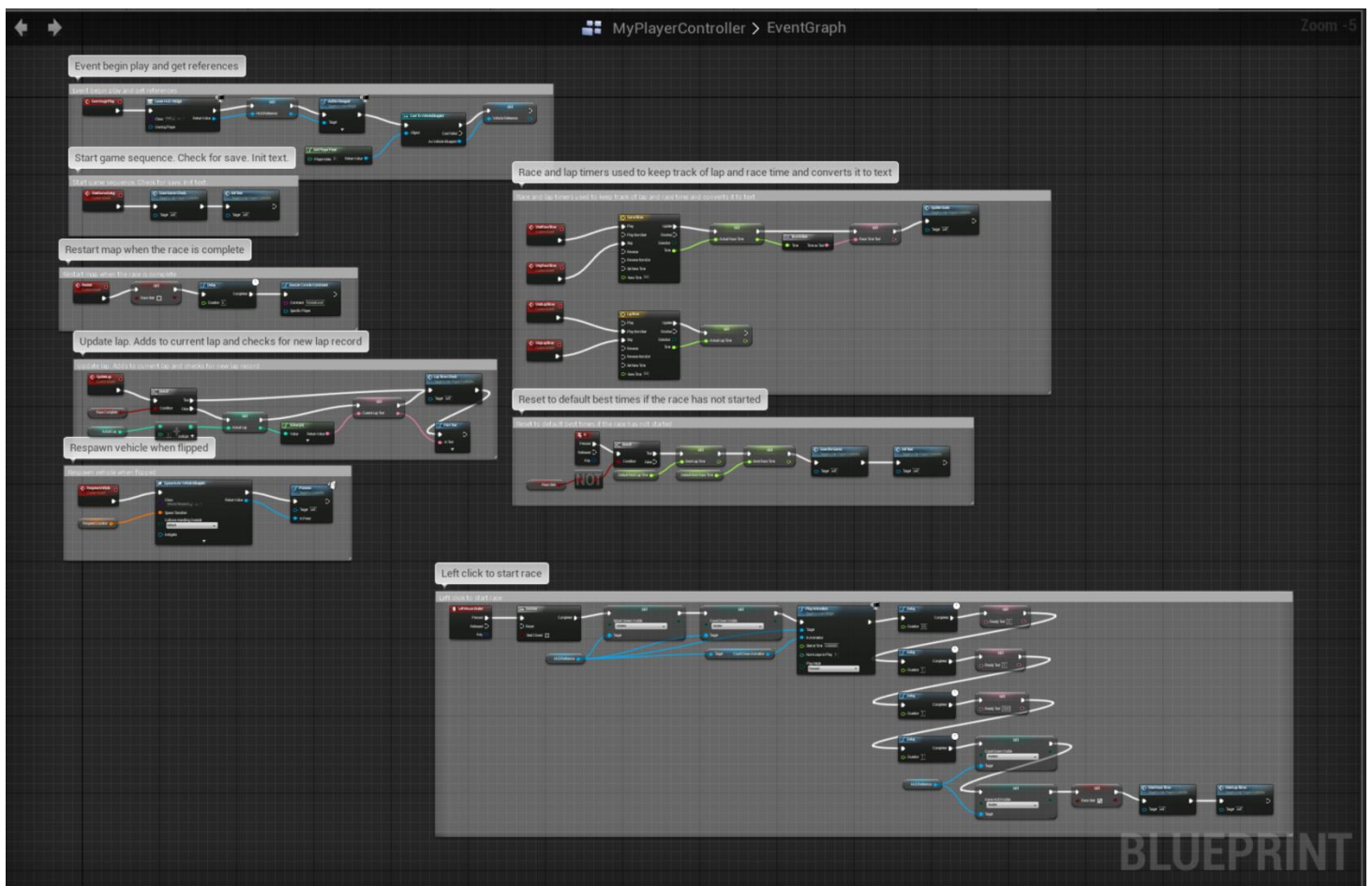
À visiter pour une démo :

[Démonstration vidéo sur Youtube](#)

Blueprints

MyPlayerController

Event Graph



Converts numerical values to text for the HUD

```
graph TD; InitText[Init Text] --> SetCurrentLap[SET Current Lap Text]; SetCurrentLap --> ToTextLaps[ToText int Max Laps]; ToTextLaps --> SetMaxLap[SET Max Lap Text]; ToTextLaps --> TimeToTextGold[TimeToText Gold Time]; TimeToTextGold --> SetGoldTime[SET Gold Time Text]; TimeToTextGold --> TimeToTextSilver[TimeToText Silver Time]; TimeToTextSilver --> SetSilverTime[SET Silver Time Text]; TimeToTextSilver --> TimeToTextBronze[TimeToText Bronze Time]; TimeToTextBronze --> SetBronzeTime[SET Bronze Time Text]; TimeToTextBronze --> TimeToTextBestLap[TimeToText Best Lap Time]; TimeToTextBestLap --> SetBestLap[SET Best Lap Text]; TimeToTextBestLap --> TimeToTextBestRace[TimeToText Best Race Time]; TimeToTextBestRace --> SetBestTime[SET Best Time Text];
```

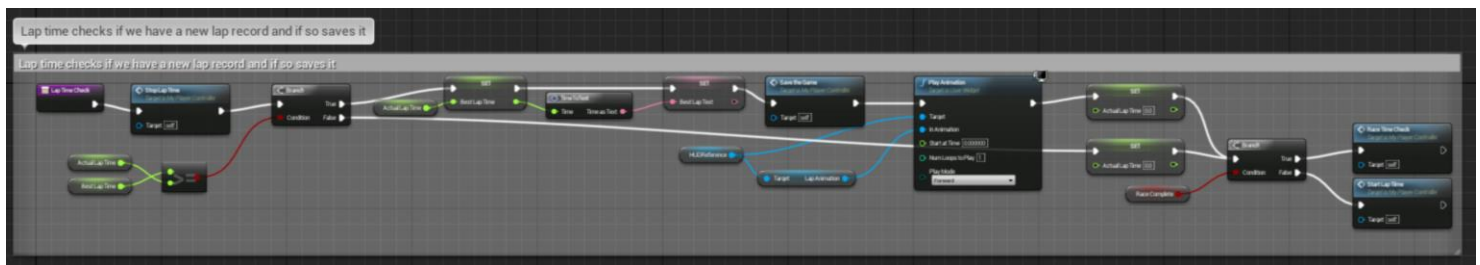
Checks save slot to check if save game exists if true load the game. If false, load.

```
graph LR; SGC[Save Game Check] --> DSGE[Does Save Game Exist]; SGC --> SS[Save Slot]; DSGE -- Slot Name --> SS; DSGE -- User Index --> UI[0]; DSGE -- Return Value --> B[Branch]; B -- True --> LG[Load the Game]; B -- False --> SLT[SET Best Lap Time]; LG --> SLR[SET Best Race Time]; SLT --> SLR; SLR --> STG[Save the Game];
```

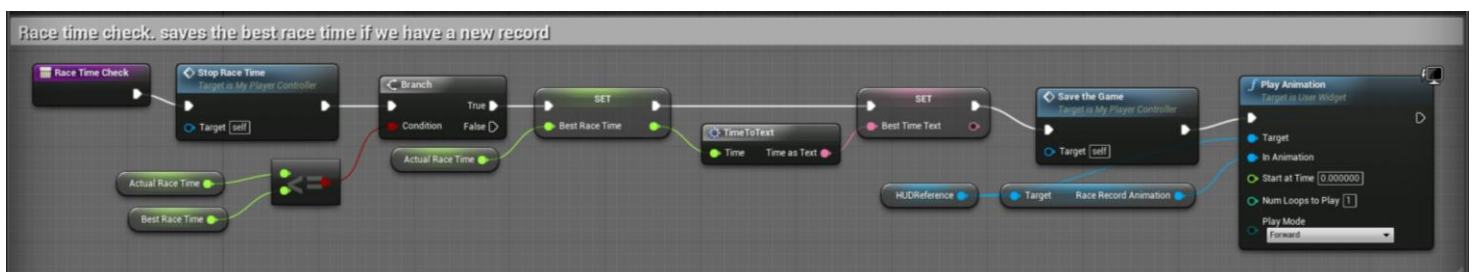
LoadTheGame



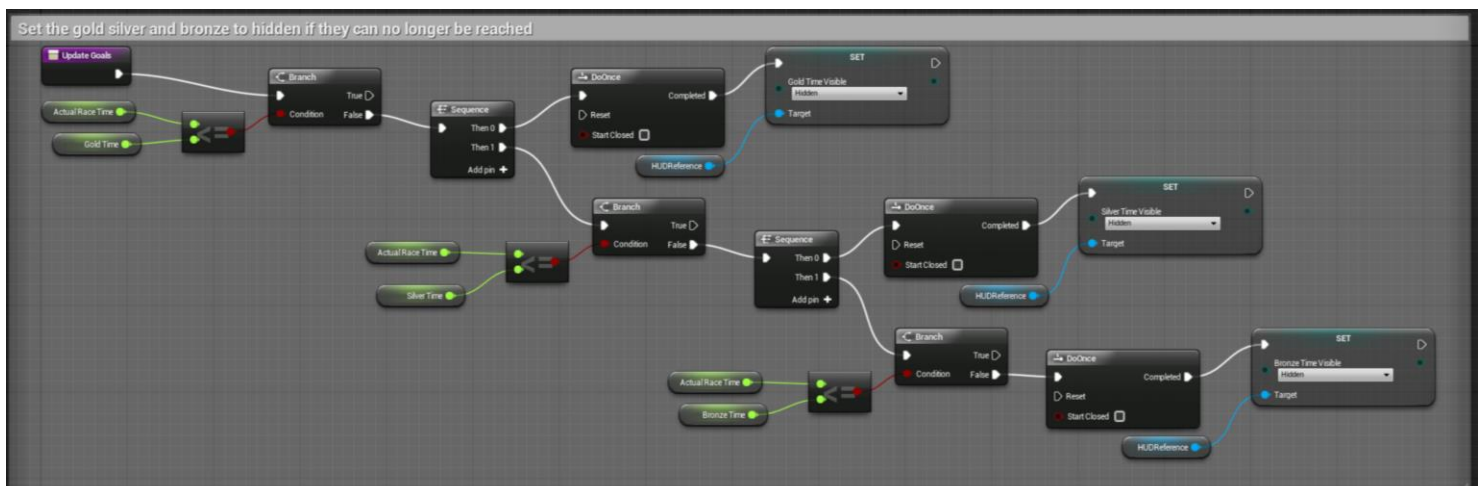
LapTimeCheck



RaceTimeCheck

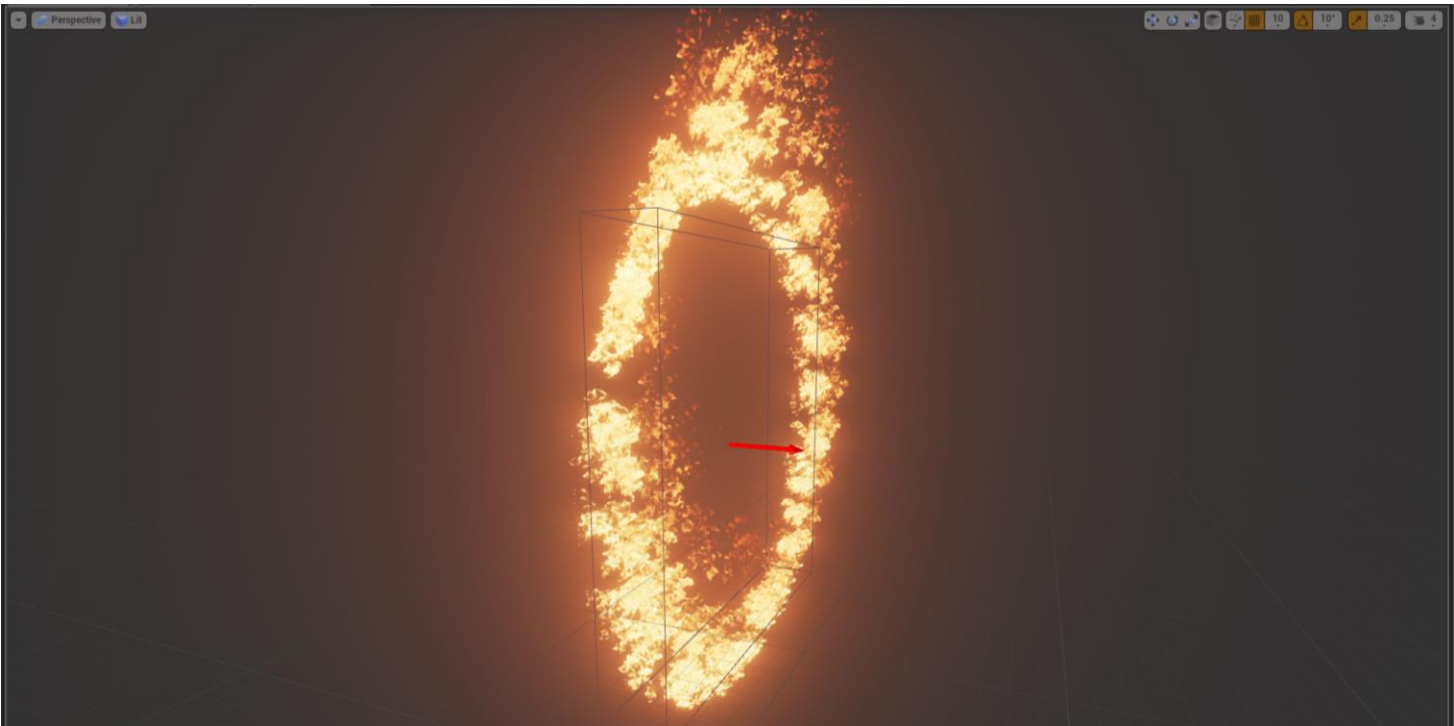


UpdateGoals

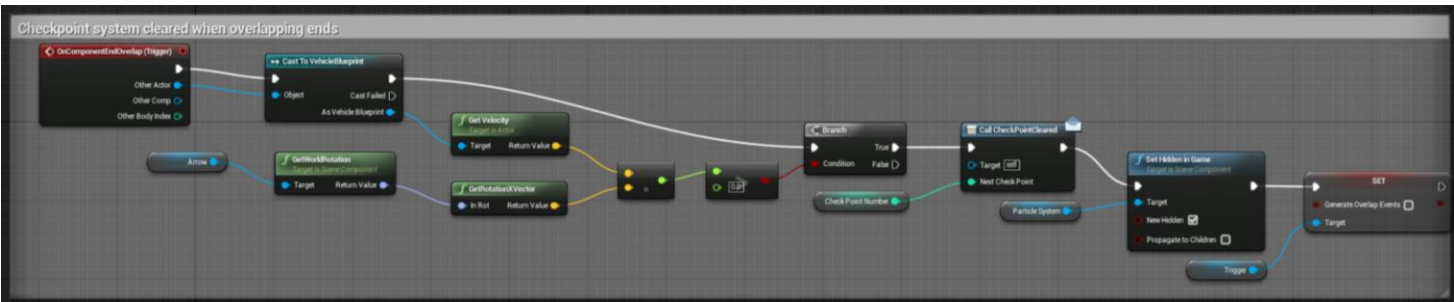


Checkpoint

Viewport



Event Graph



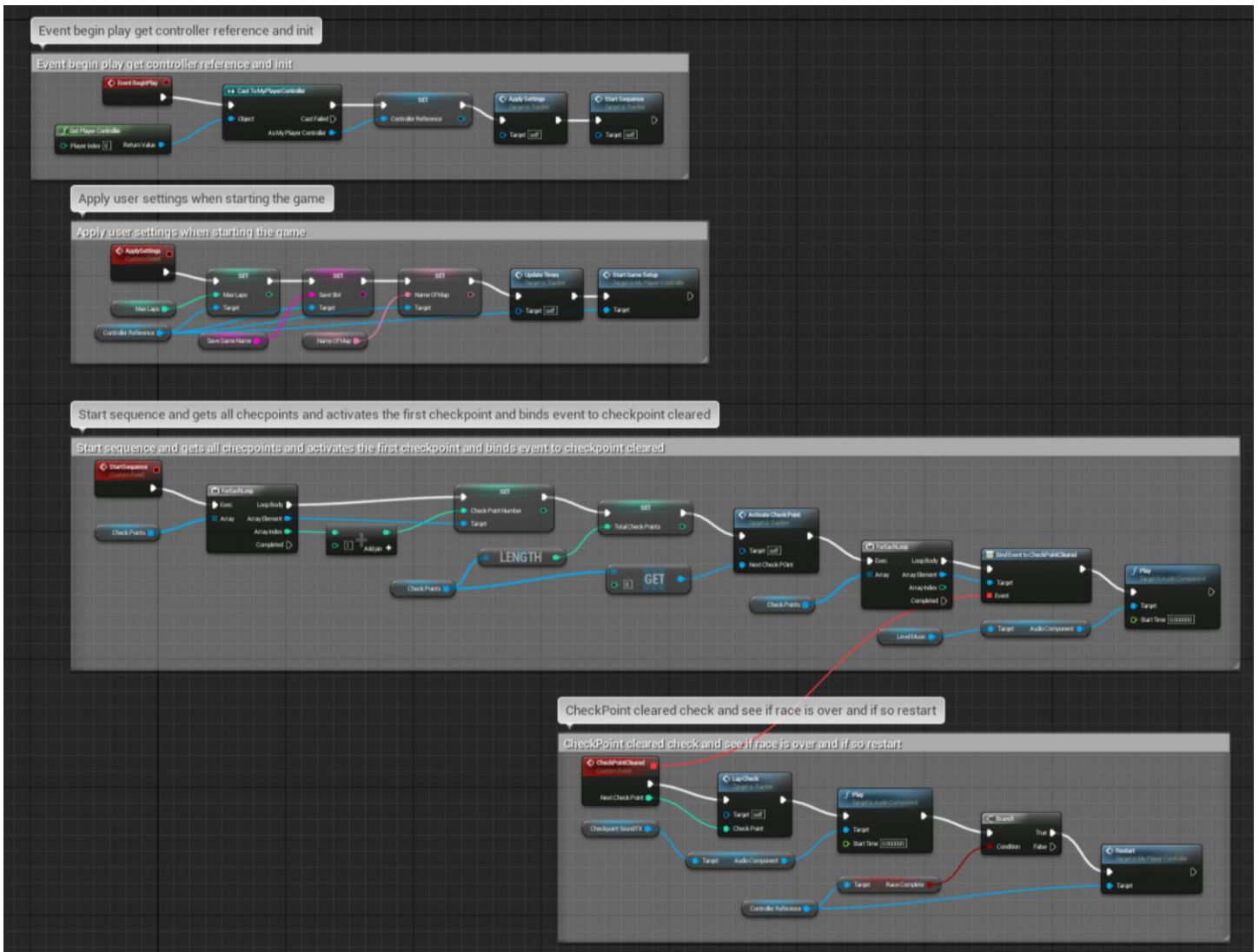
MySaveGame

Variables

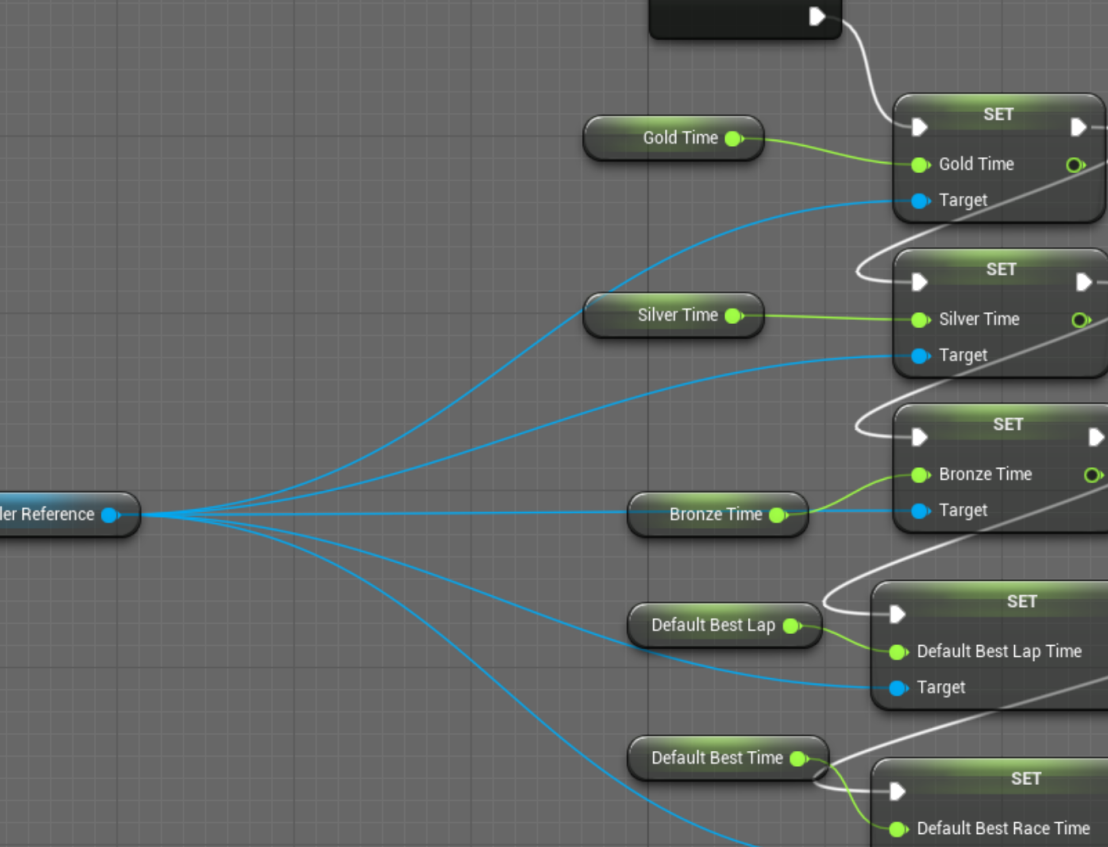


Tracker

Event Graph

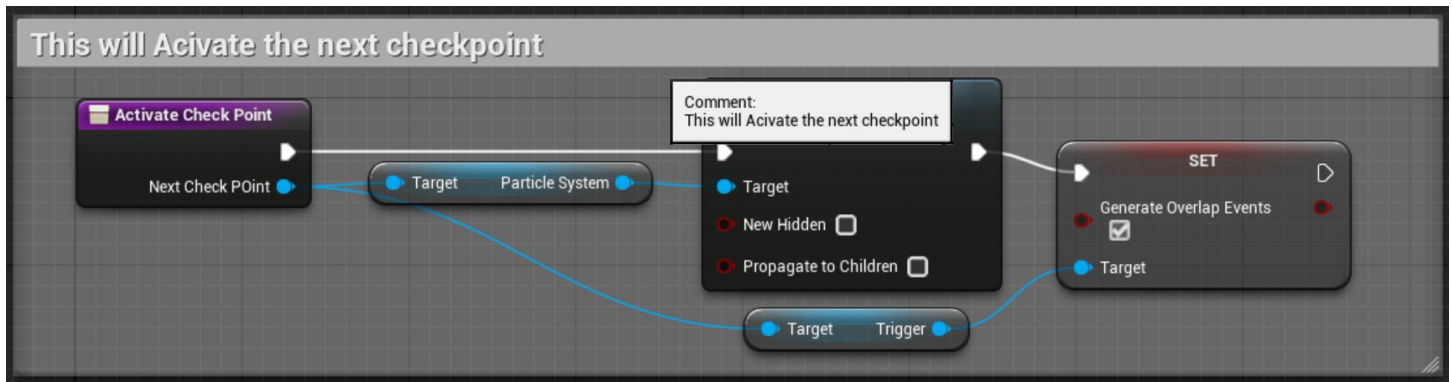


Pass user times to my player controller times



```
graph LR; CR[Controller Reference] --> SET1[SET]; CR --> SET2[SET]; CR --> SET3[SET]; CR --> SET4[SET]; CR --> SET5[SET]; UpdateTimes[Update Times] --> SET1; SET1 --> SET2; SET2 --> SET3; SET3 --> SET4; SET4 --> SET5; SET1 --> SET1; SET2 --> SET2; SET3 --> SET3; SET4 --> SET4; SET5 --> SET5;
```

ActivateCheckPoint



RaceCompleteCheck

