

When making the project there were a few problems that I ran into. These problems all started from the names that unreal 4.27 used for their c++ functions that were foreign to me. An example would be the function for triggers that unreal has. Its name is "begin overlap". This difference in names that I am used to and unreal made it much harder to begin the project. There are also the packaging problems that can happen that are hard to determine the problem from.

Unreal is a very different engine compared to Unity and so using this first project to learn it was successful. I did not fully achieve what was planned but I did become proficient in Unreal.