

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.

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.