Unreal Engine Documentation

[Unreal Engine 4 Documentation | Unreal Engine Documentation](https://docs.unrealengine.com/4.27/en-US/)

Tutorials on setting up first person controls

[First Person Shooter Tutorial | Unreal Engine Documentation](https://docs.unrealengine.com/4.27/en-US/ProgrammingAndScripting/ProgrammingWithCPP/CPPTutorials/FirstPersonShooter/)

How to set default player model in C++

[Setting Default Pawn In C++ - Development Discussion / C++ Programming - Unreal Engine Forums](https://forums.unrealengine.com/t/setting-default-pawn-in-c/90489)

Recording animations using Unreal Engine 4

[HTF do I? Adjust Animation in Engine in Unreal Engine 4 ( UE4 )](https://www.youtube.com/watch?v=lWyWeFZuuwE)

Using Sine functions to calculate locations

<https://forums.epicgames.com/udk/udk-development/udk-programming-and-unrealscript/230323-moving-an-object-up-and-down-using-sine>

Creating a pause menu

<https://docs.unrealengine.com/4.27/en-US/InteractiveExperiences/UMG/HowTo/CreatePauseMenu/>

Creating the widget in C++

<https://forums.unrealengine.com/t/error-creating-a-uuserwidget-in-c/368162>

Example on a pause menu created in C++

[UE4 C++ - Endless Runner from scratch - Episode 14 - Pause Game](https://www.youtube.com/watch?v=B387lB5ZFY0)

Changing input modes in C++

<https://forums.unrealengine.com/t/how-to-set-input-mode-in-c/82797>

Adding a UI to the game

<https://docs.unrealengine.com/4.27/en-US/ProgrammingAndScripting/ProgrammingWithCPP/CPPTutorials/FirstPersonShooter/3/#3.5-addingcrosshairstoyourviewport>

Getting a reference of the player HUD

<https://stackoverflow.com/questions/64251219/ue4-c-getting-a-reference-to-hudclass-after-it-has-been-initialized>

Getting actor dimensions C++

<https://forums.unrealengine.com/t/c-get-mesh-size/391638>

Saving and loading a game video

[Unreal Engine C++ Tutorial - Creating Savegames](https://www.youtube.com/watch?v=jkfbzt8etws)

Saving and loading Unreal Docs

<https://docs.unrealengine.com/4.27/en-US/InteractiveExperiences/SaveGame/>