

목차

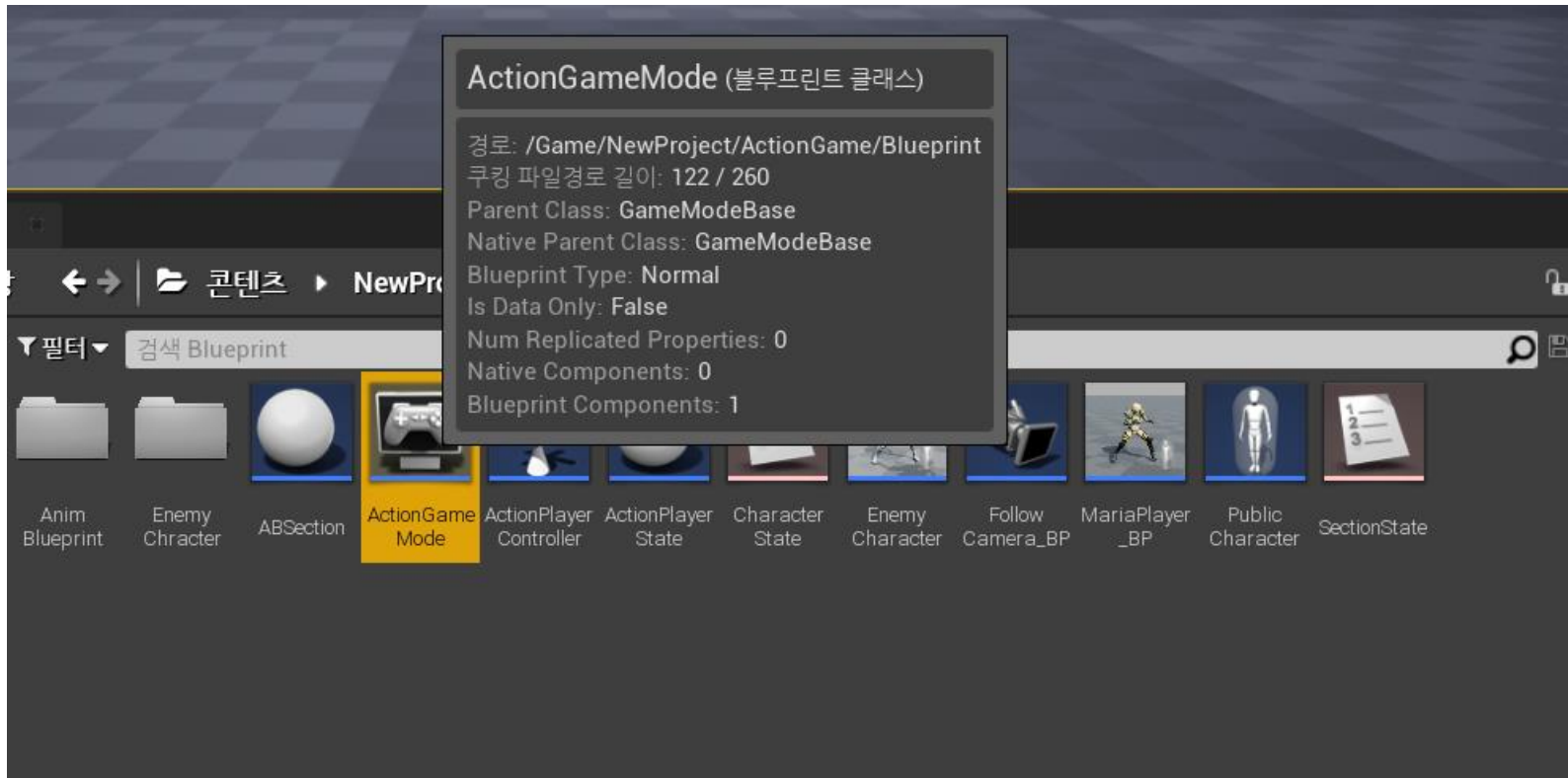
1. **GameMode를 상속받은 ActionGameMode를 생성한다.**
2. **PlayController를 상속받은 ActionPlayerController를 생성한다.**
3. **MariaPlayer_BP 처리**
4. **위젯 블루프린트 UI_HUD를 생성한다.**
5. **ActionPlayerController 처리 1**

목차

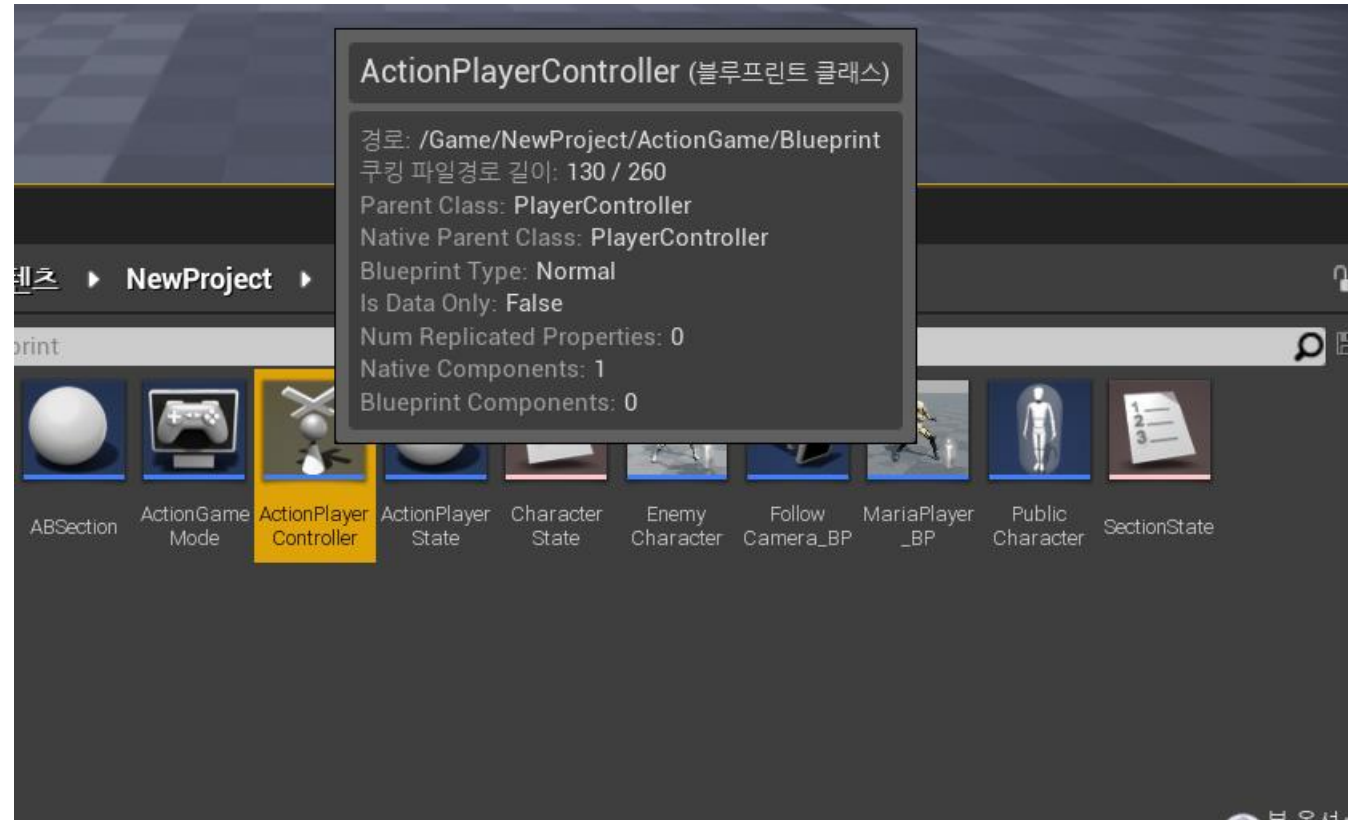
- 6. PlayerState를 상속받은 ActionPlayerState를 생성한다.
- 7. ActionGameMode 처리
- 8. MariaPlayer_BP 처리2
- 9. UI_HUD 처리
- 10. ActionPlayerController 처리2

목차

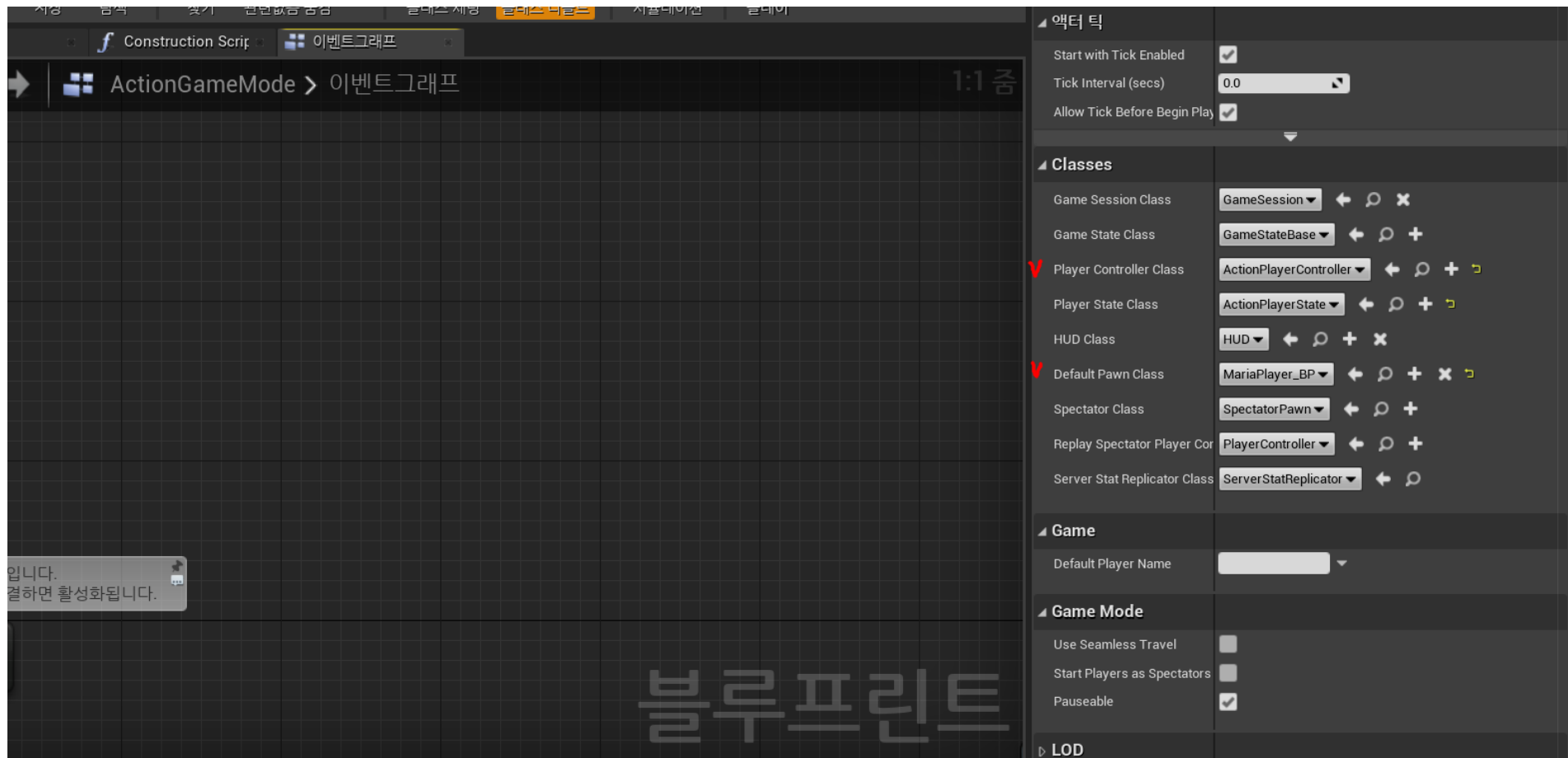
11. MariaPlayer_BP 처리3



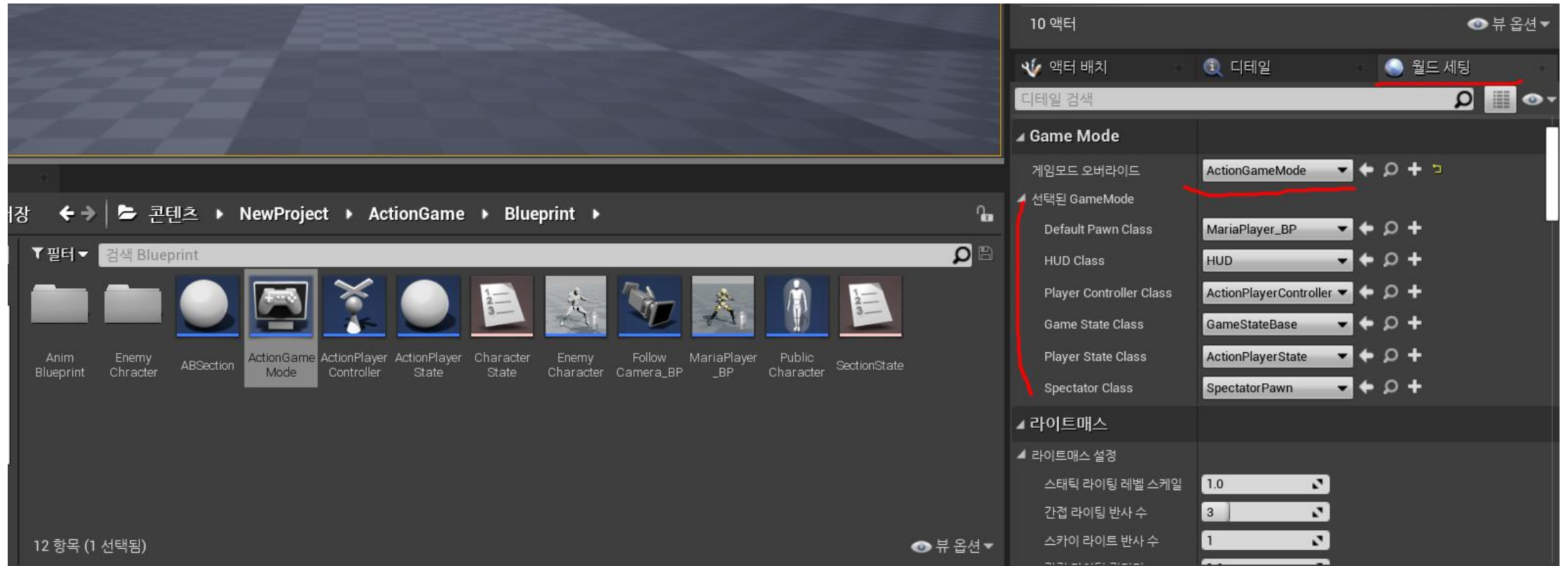
1. GameMode를 상속받은 ActionGameMode를 생성한다.



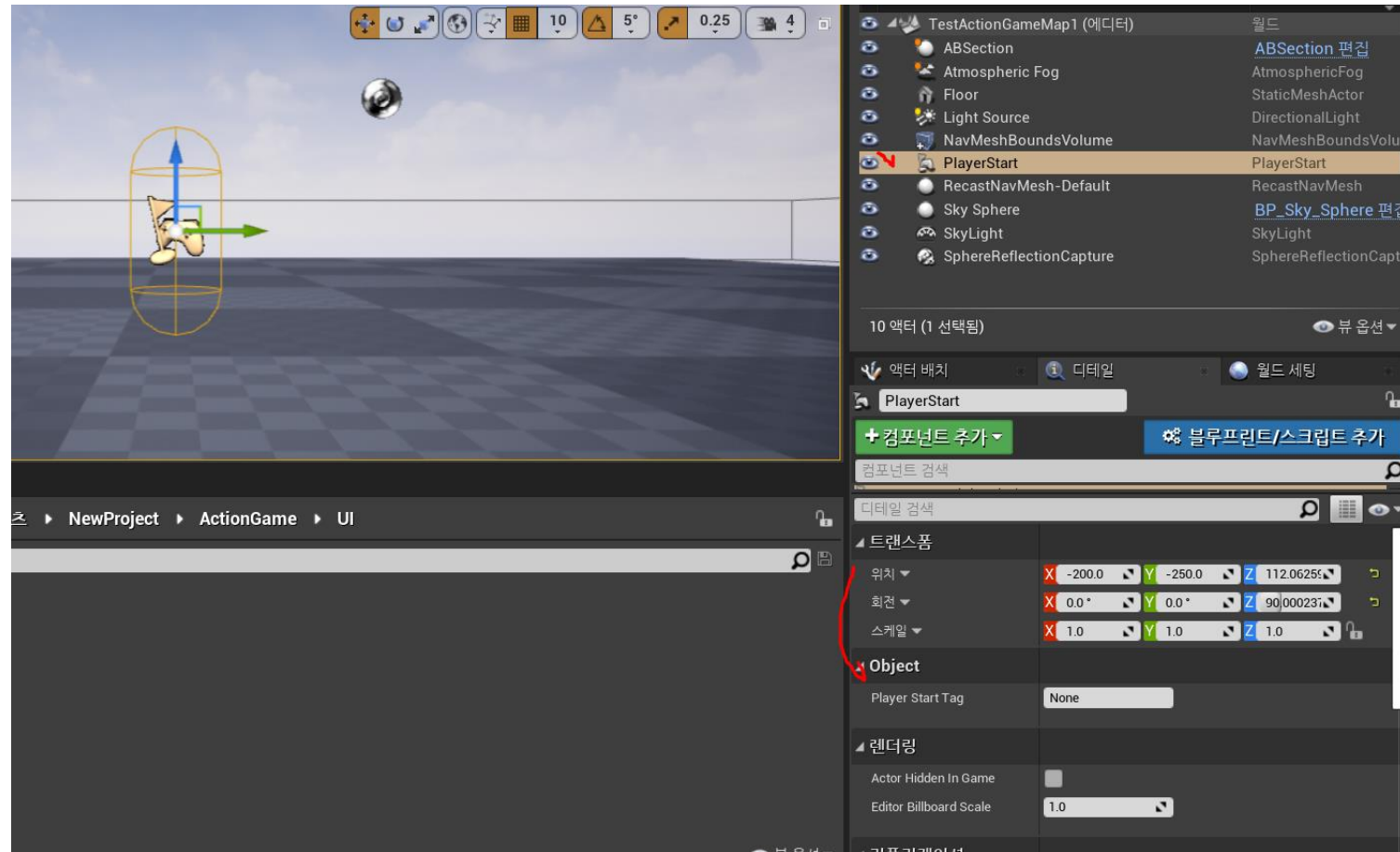
2. PlayController를 상속받은 ActionPlayerController를 생성한다.



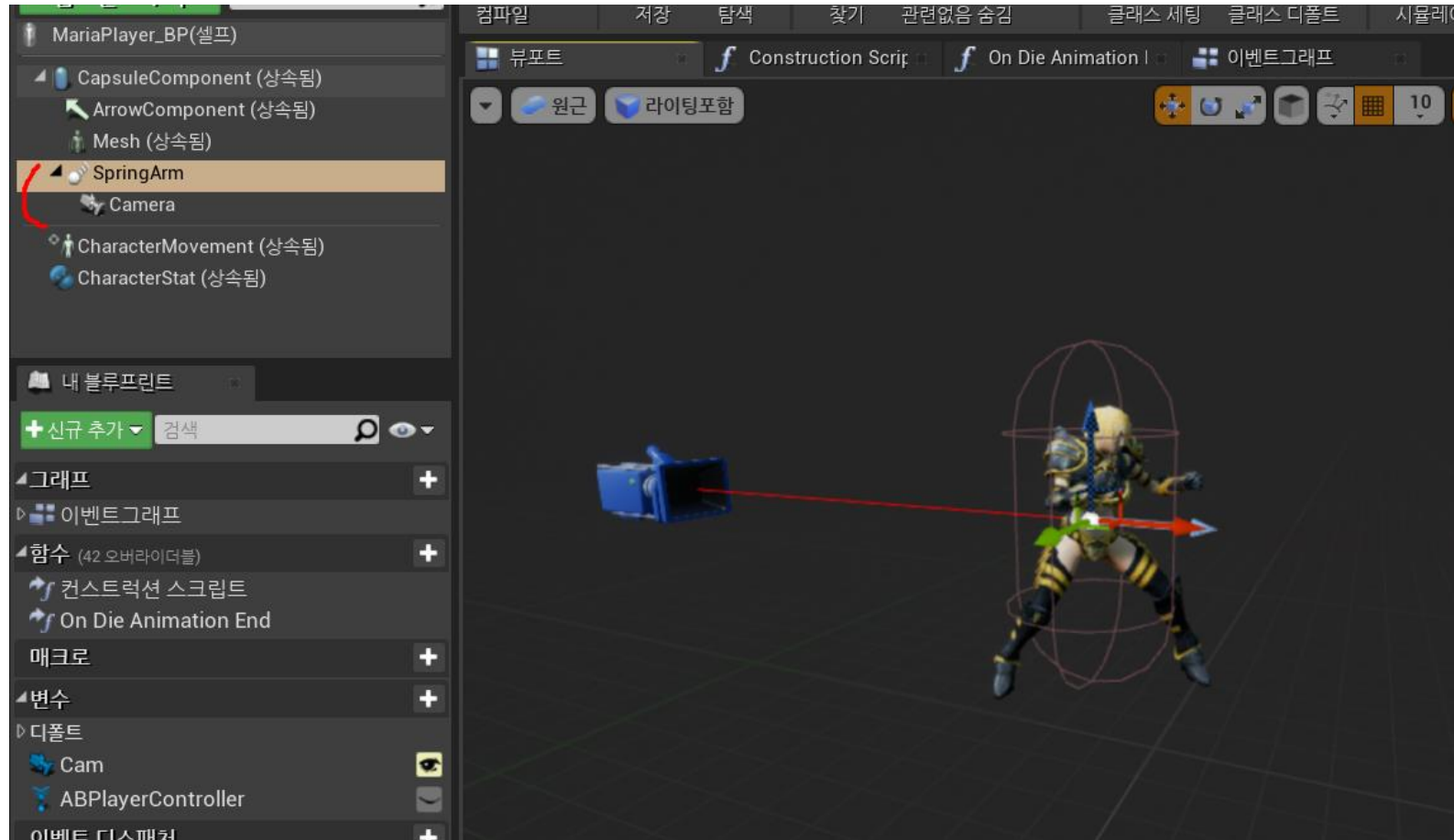
2.1 ActionGameMode에 들어가서 PlayerControllerclass에 ActionPlayerController를 넣고, DefaultPawnClass에 MariaPlayer_BP를 넣는다.



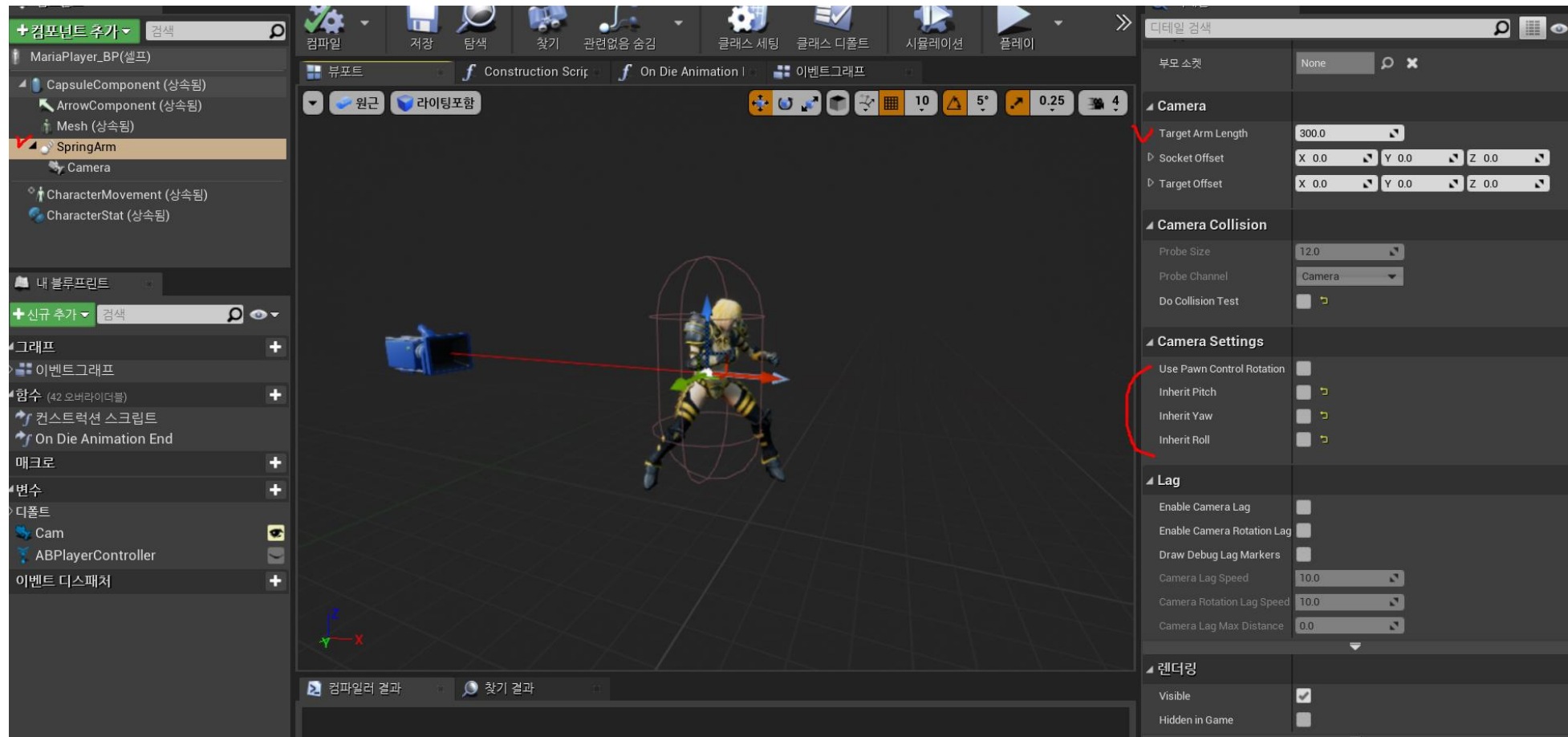
2.2 월드세팅에 들어가서 ActionGameMode를 오버라이드한다.



2.3 레벨에 PlayerStart를 배치한다.



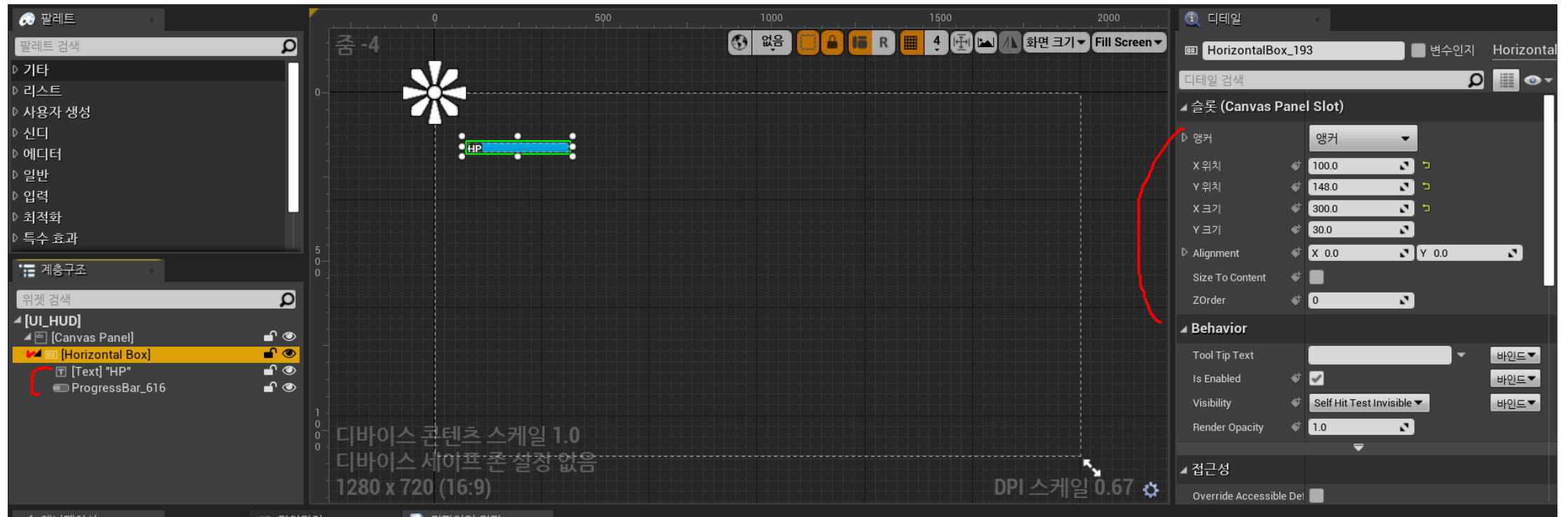
3. MariaPlayer_BP에 들어가서 SpringArm과 Camera 컴포넌트를 추가한다.



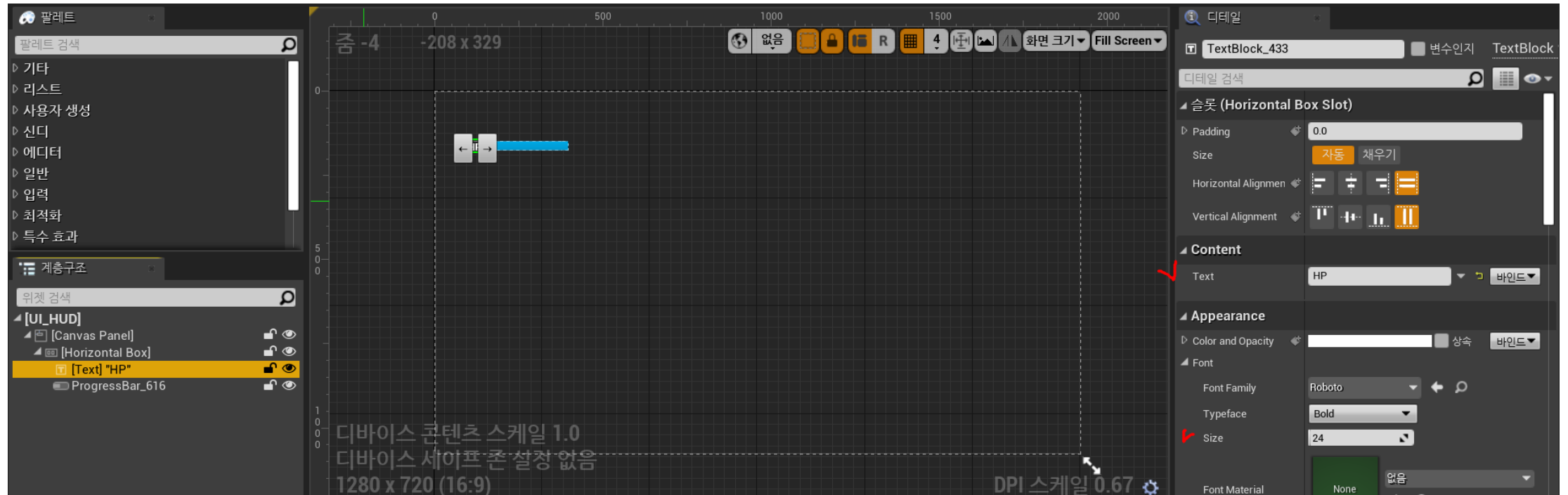
3.1 SpringArm의 CameraSettings을 전부 체크해제한다.



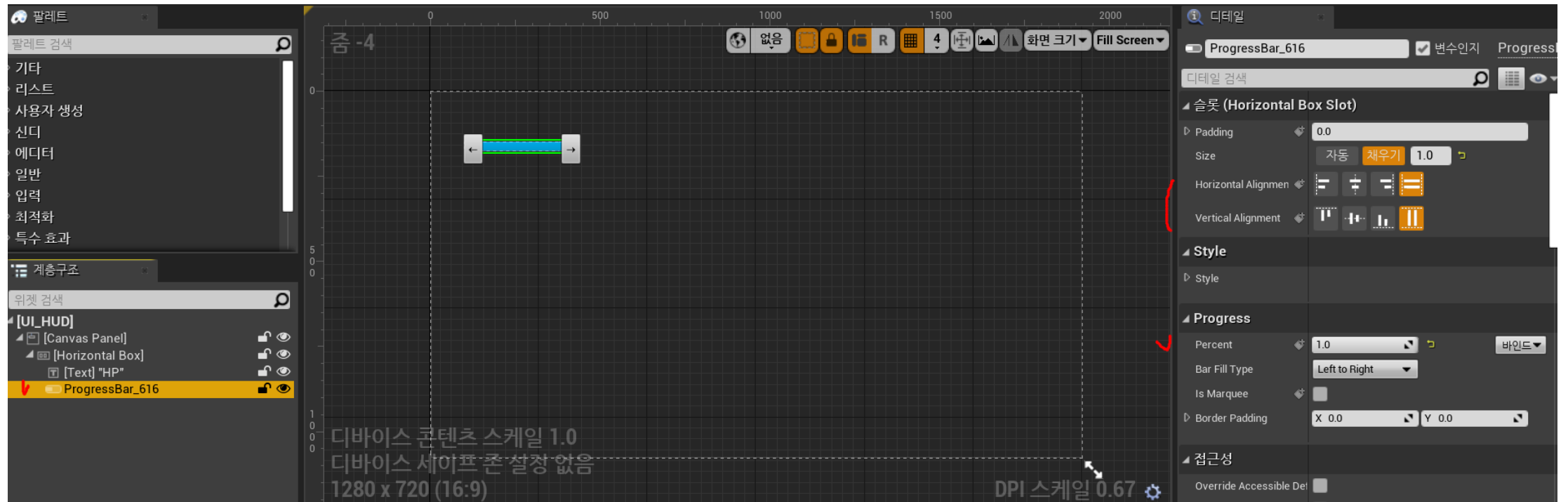
4. 위젯 블루프린트 UI_HUD를 생성한다.



4.1 HorizontalBox를 추가하고, HPText와 ProgressBar를 추가한다.



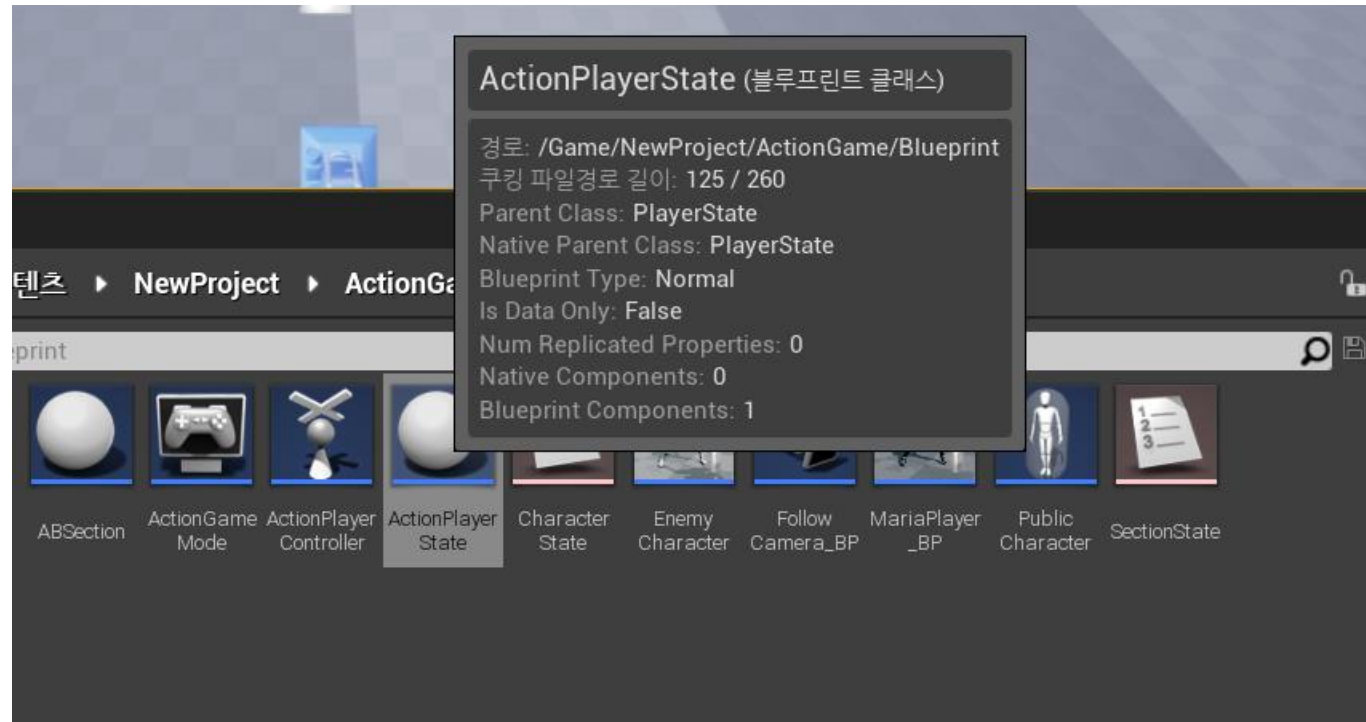
4.1.1 HP를 표시하고, 사이즈는 24로 한다.



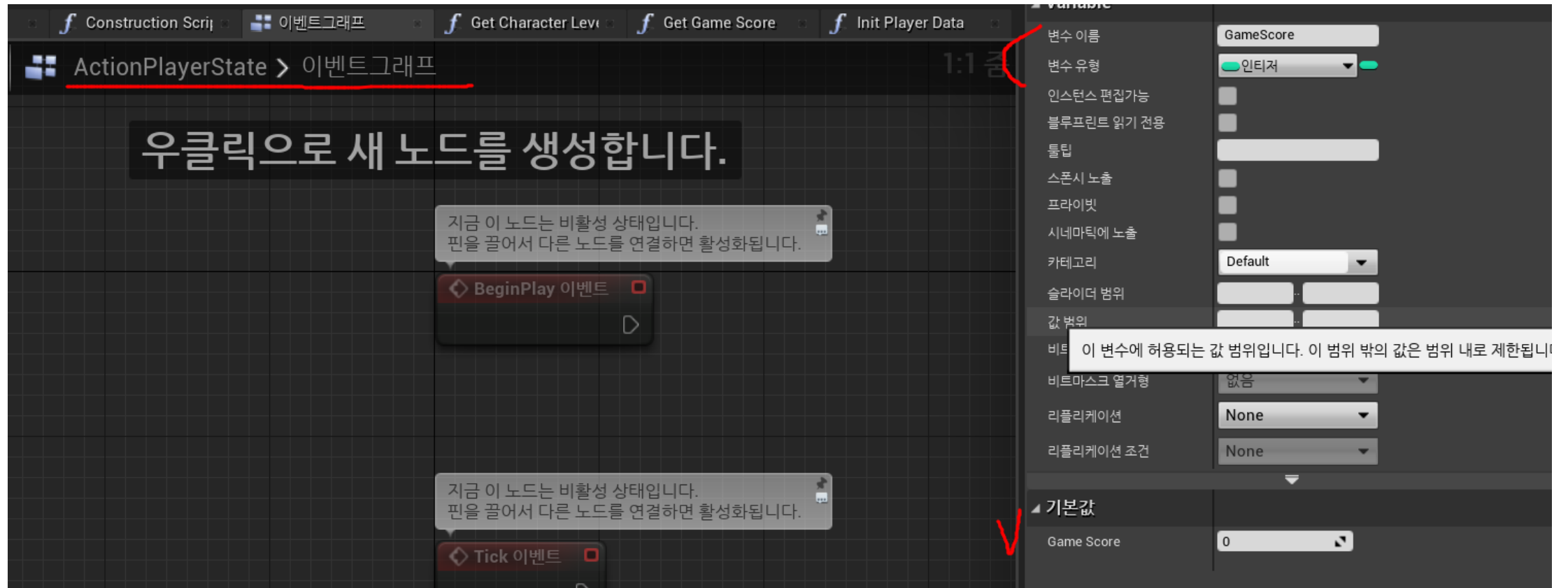
4.1.2 progressBar의 설정을 변경한다.



5. ActionPlayerController의 BeginPlay 이벤트에 들어가서 UI_HUD 위젯을 생성하고, 뷰포트에 추가한다.



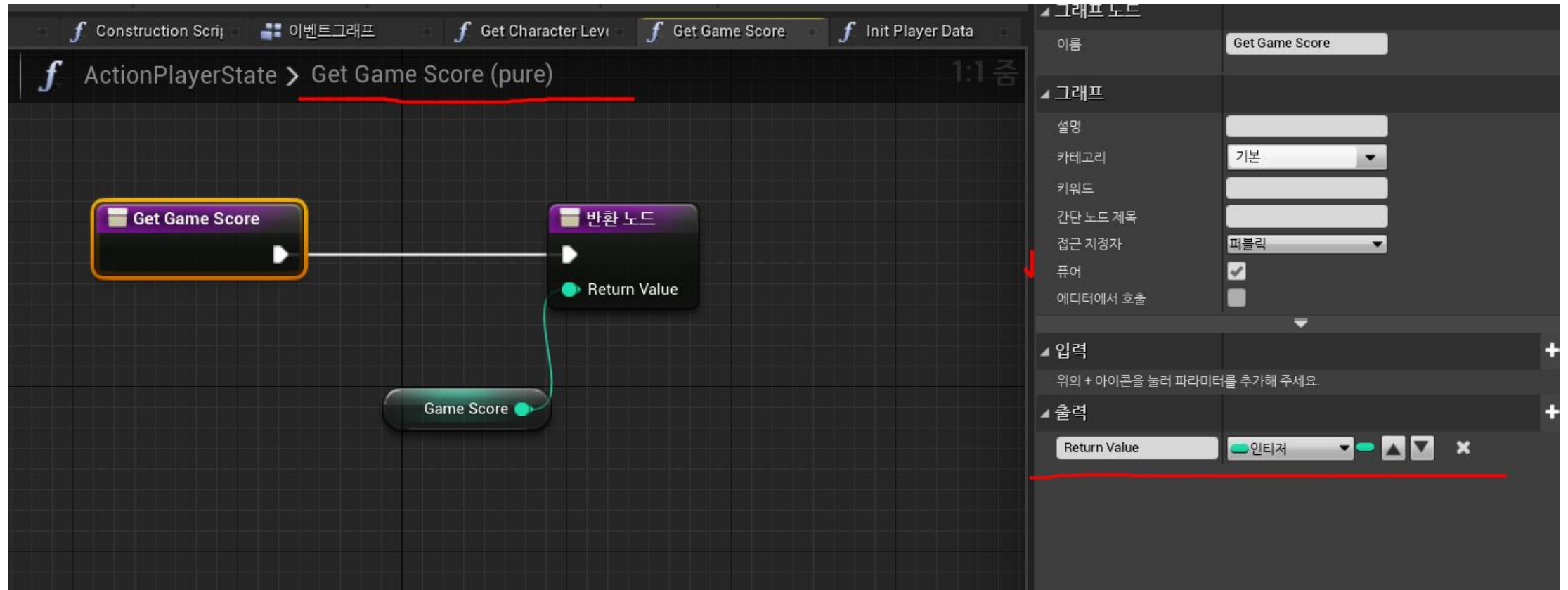
6. PlayerState를 상속받은 ActionPlayerState를 생성한다.



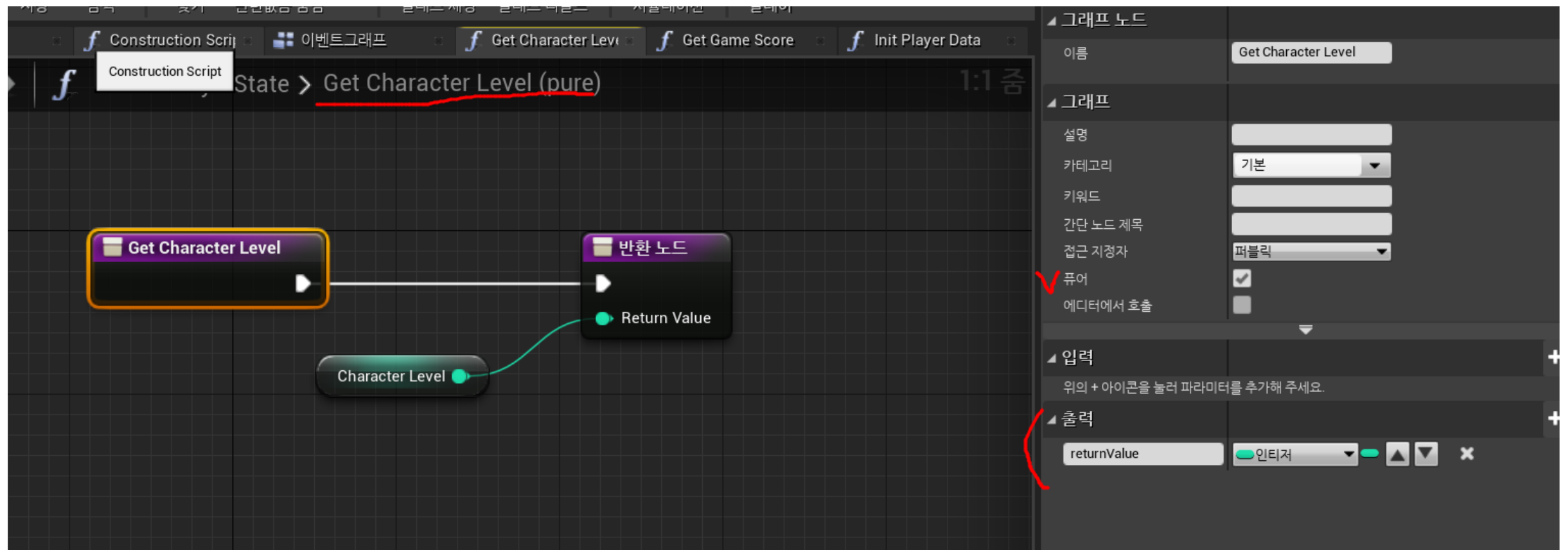
6.1 Integer 형 변수 GameScore를 생성하고, 디폴트 값은 0으로 한다.



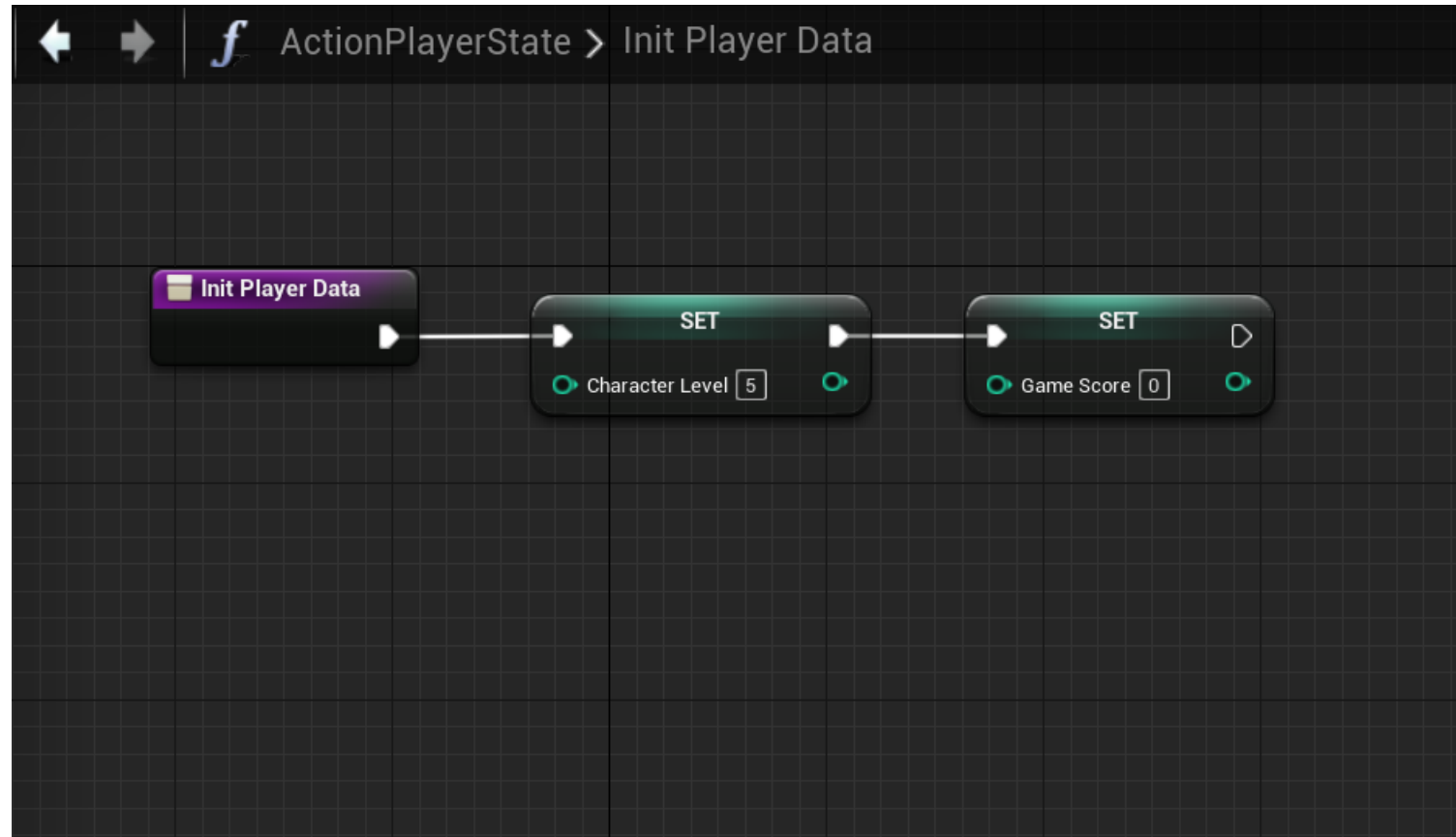
6.2 Integer 형 변수 CharacterLevel를 생성하고, 디폴트 값은 1로 한다.



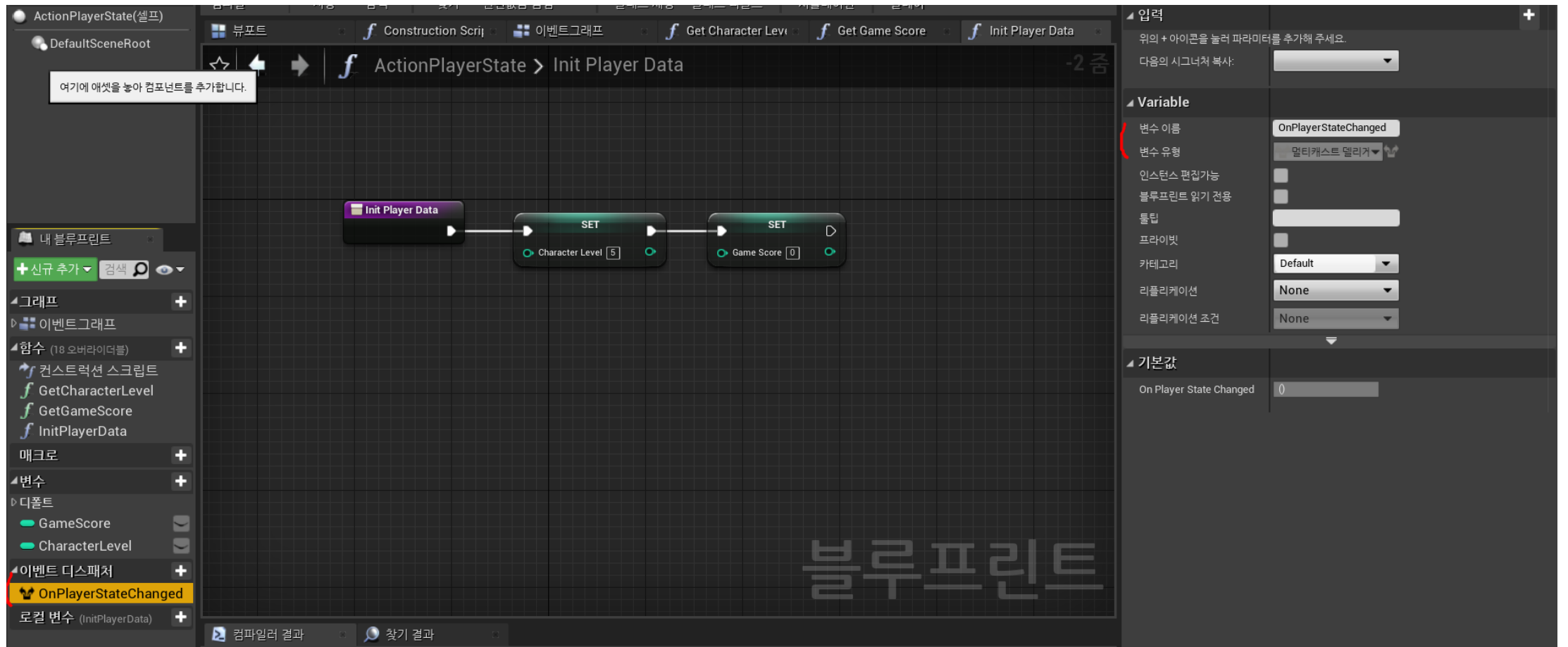
6.3 GetGameScore 함수를 생성하고, GameScore를 반환한다.



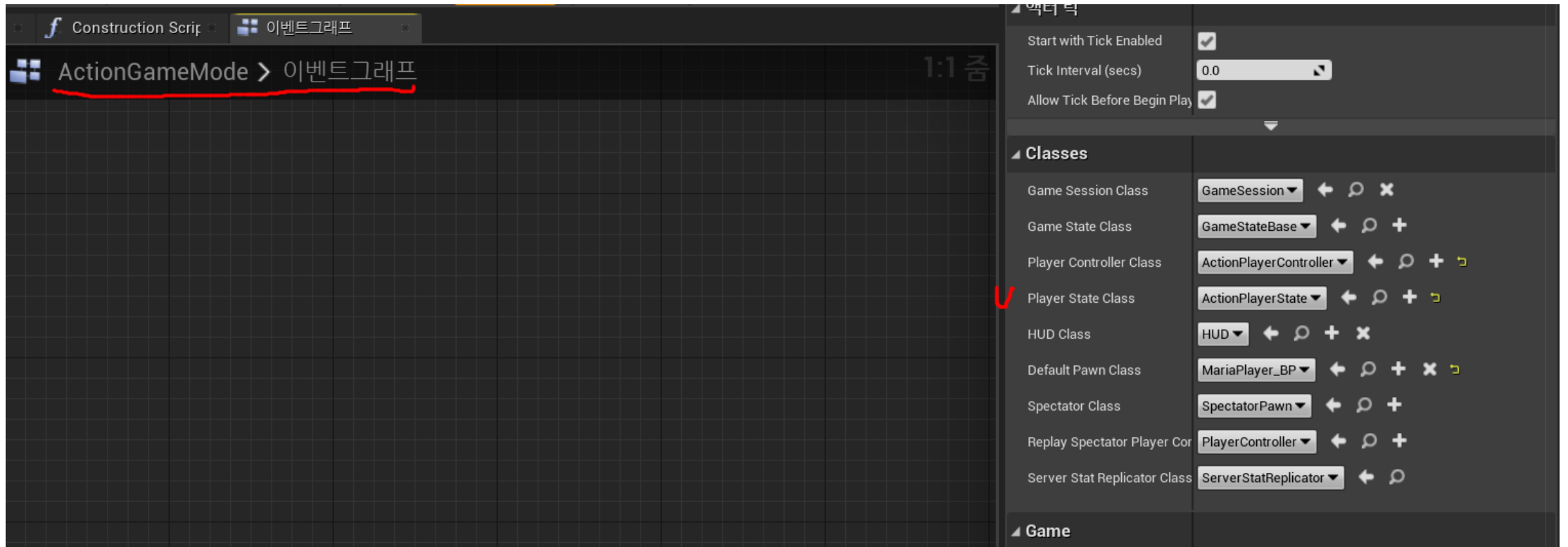
6.4 GetCharacterLevel 함수를 생성하고, CharacterLevel을 반환한다.



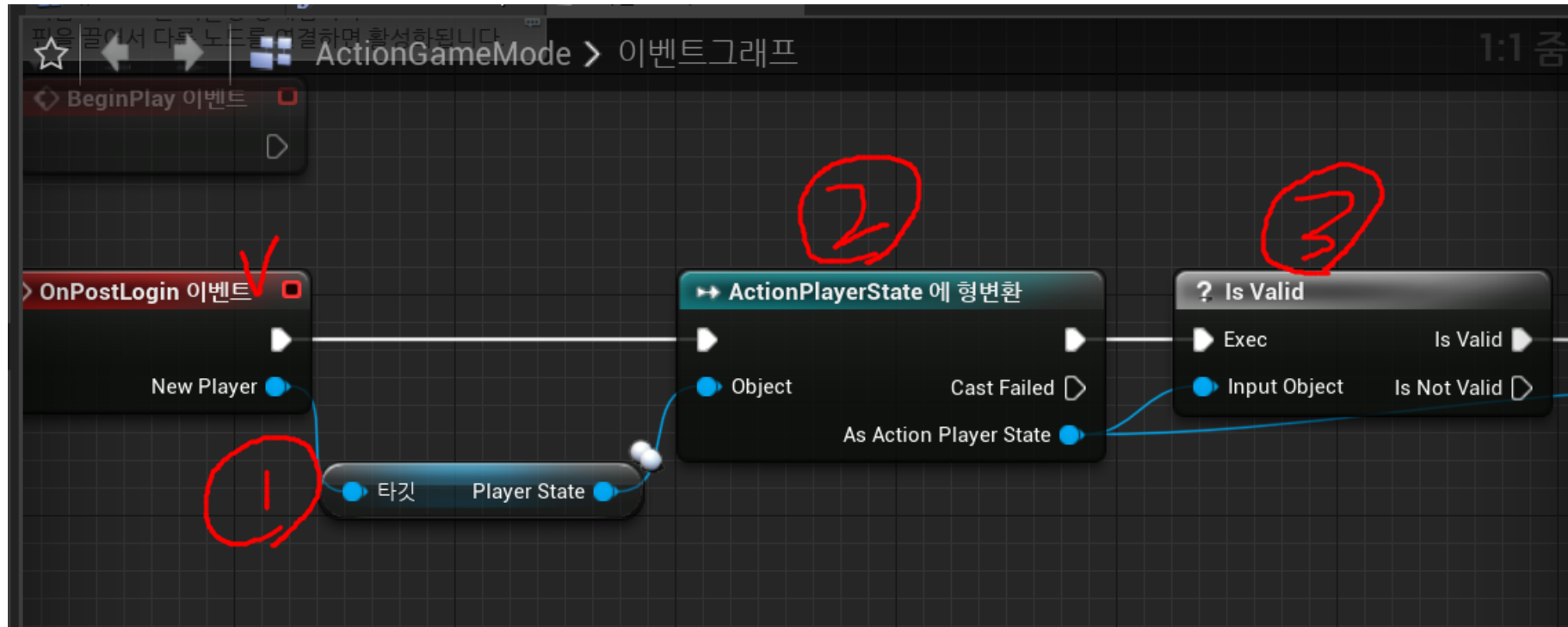
6.5 InitPlayerData 함수를 생성하고, CharacterLevel과 GameScore를 초기화한다.



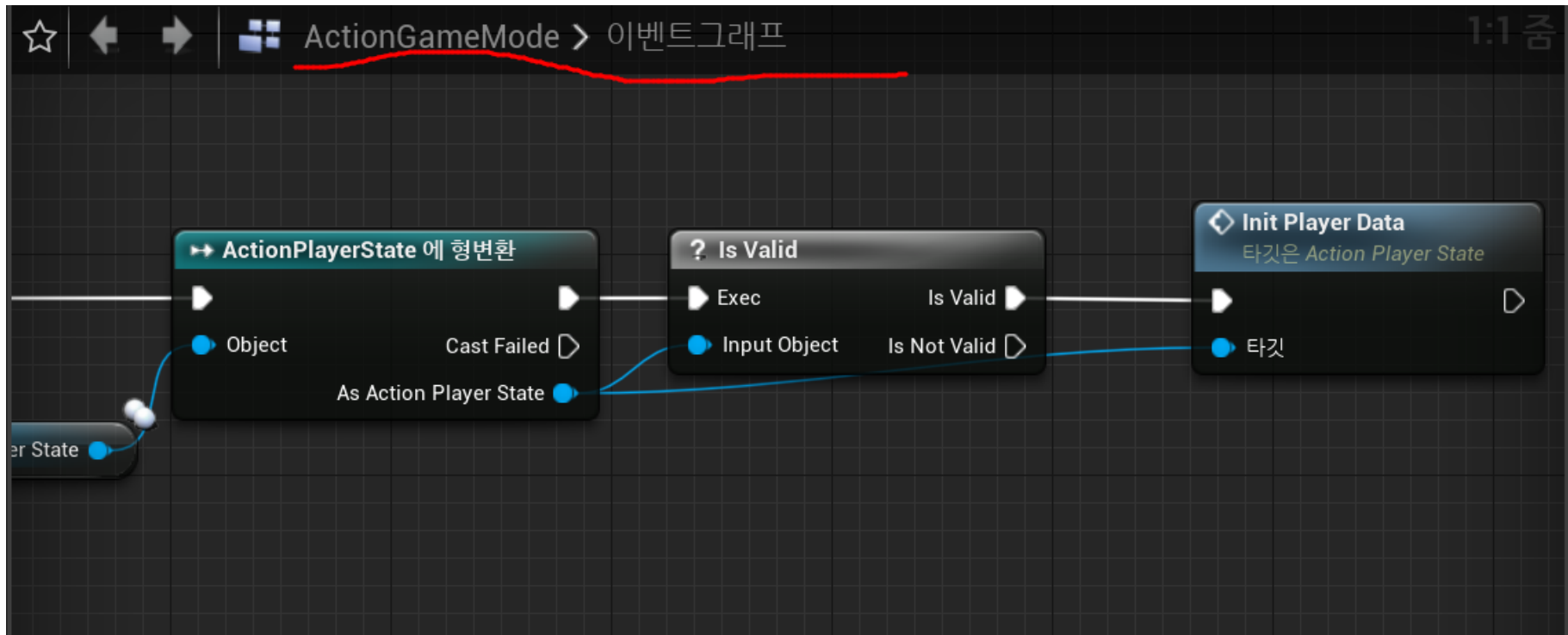
6.6 이벤트 디스패처 OnPlayerStateChanged를 생성한다.



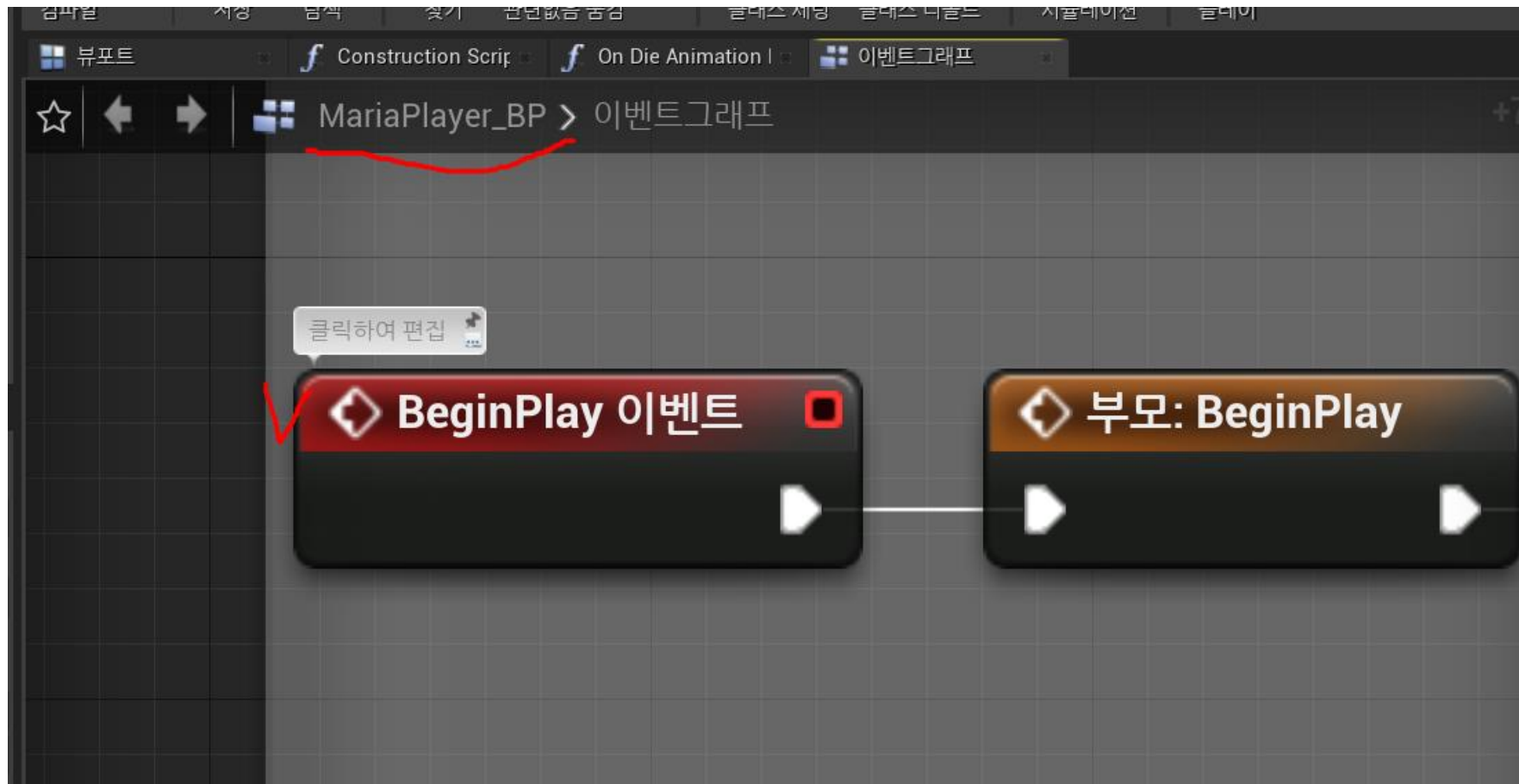
7. ActionGameMode에 들어가서 PlayerState Class에 ActionPlayerState를 넣는다.



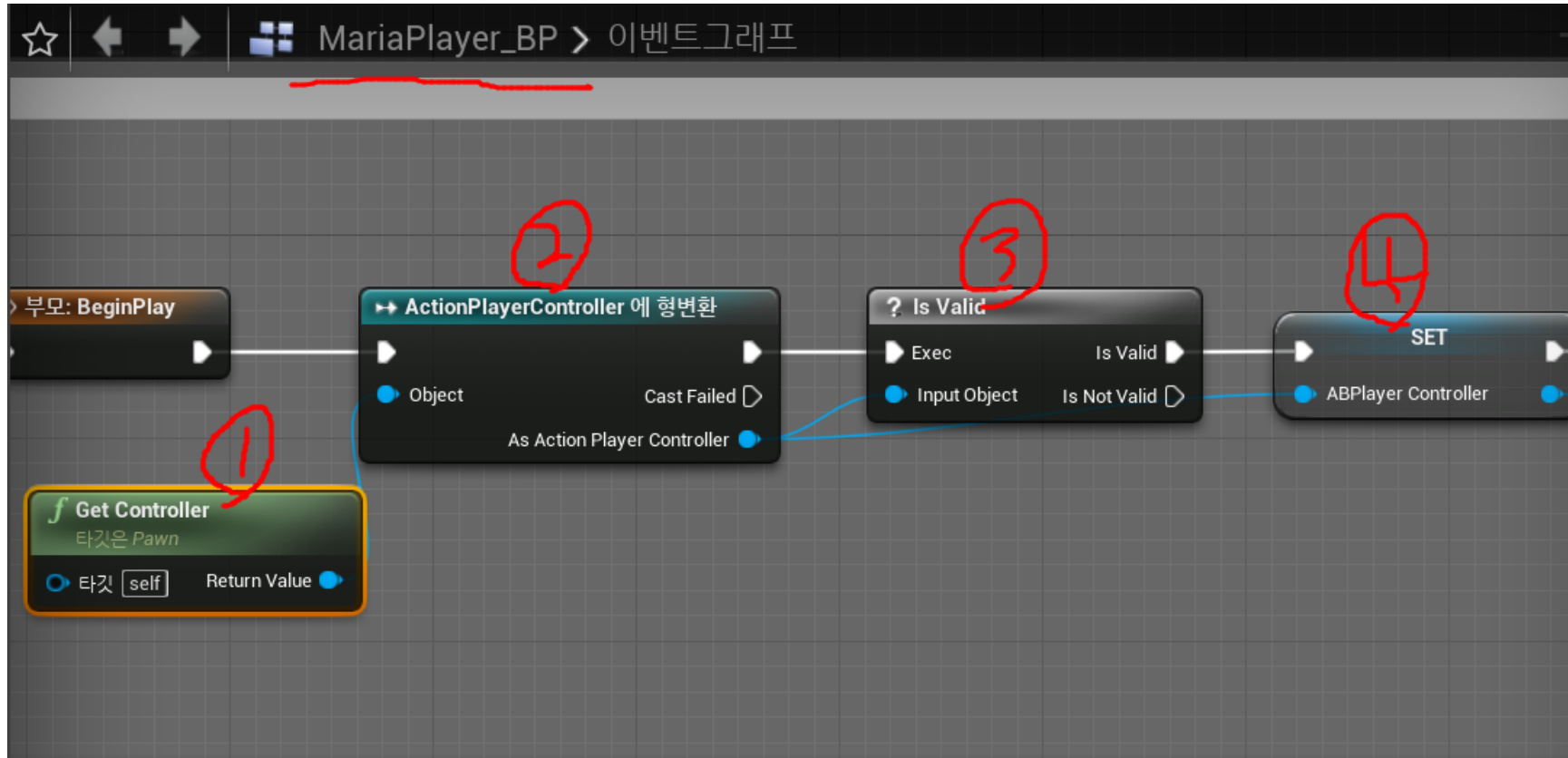
7.1 OnPostLogin 이벤트를 생성하고, ActionPlayerState가 유효한지 검사한다.



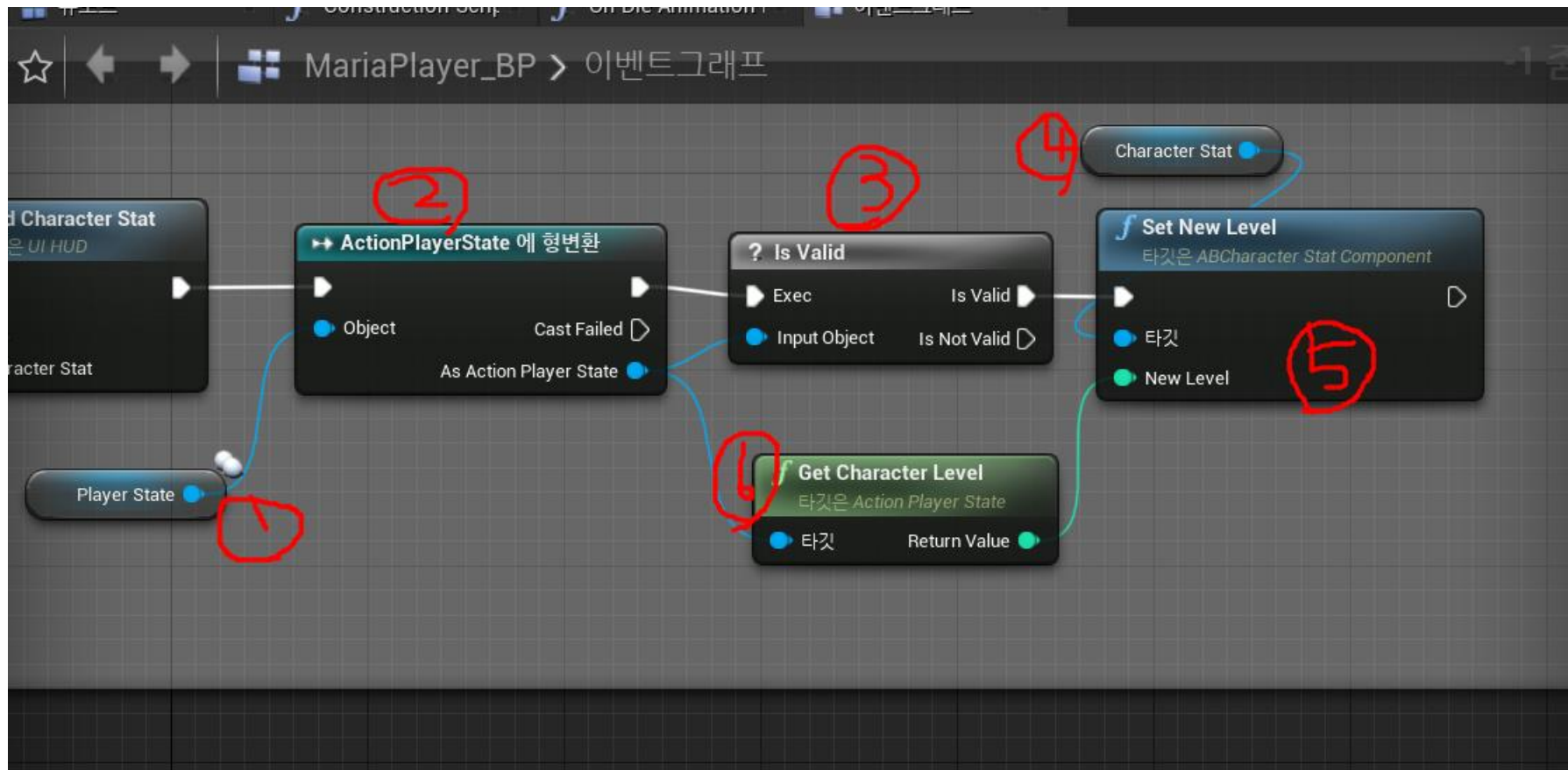
7.1.1 ActionPlayerState가 유효하면 ActionPlayerState의 InitPlayerData를 호출한다.



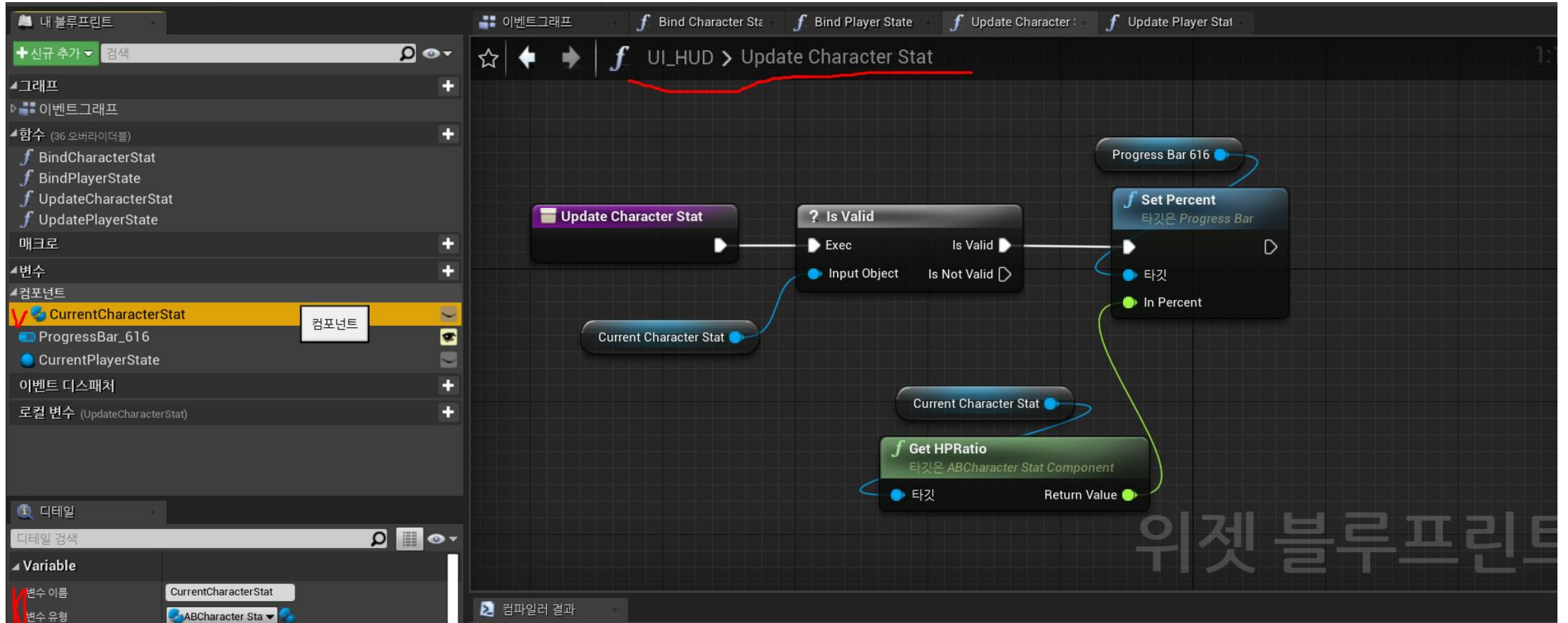
8. MariaPlayer_BP에 들어가서 BeginPlay 이벤트에 들어간다.



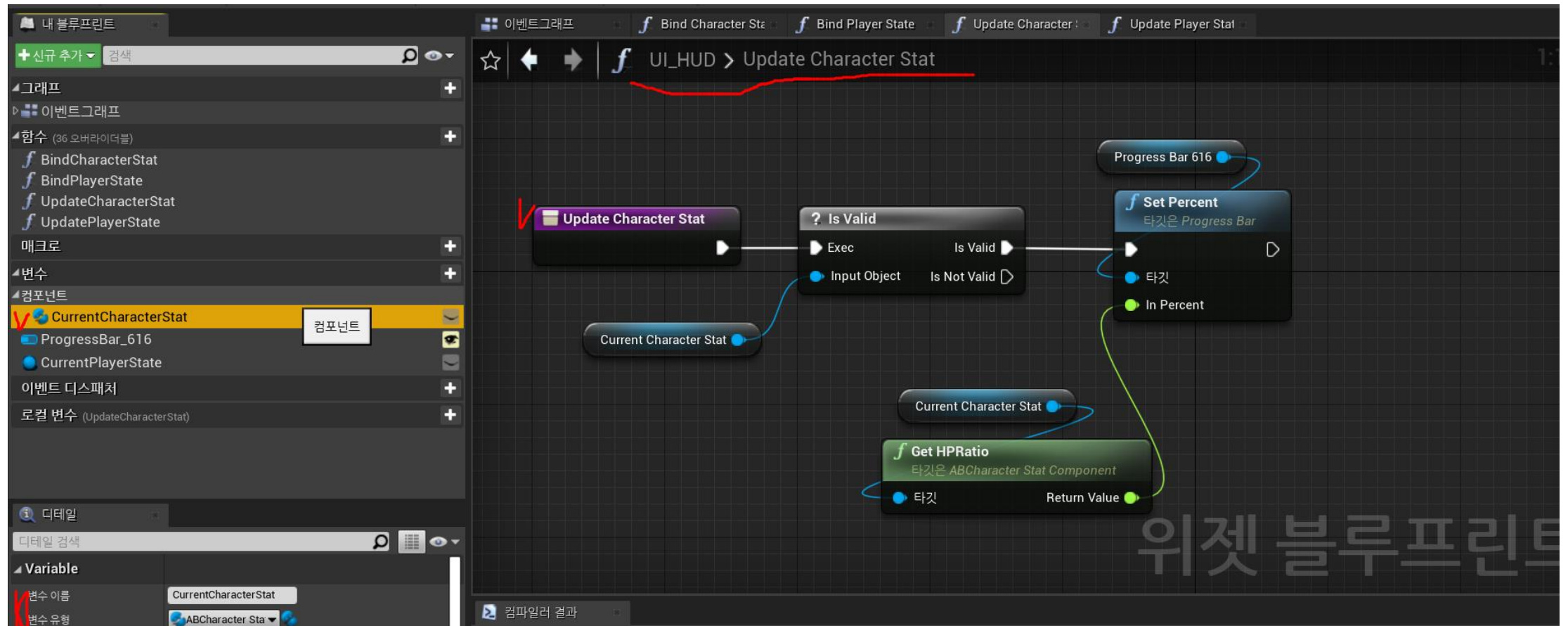
8.1 ActionPlayerController가 유효한지 검사하고, 유효하면 변수로 승격해서 ABPlayerController를 생성한다.



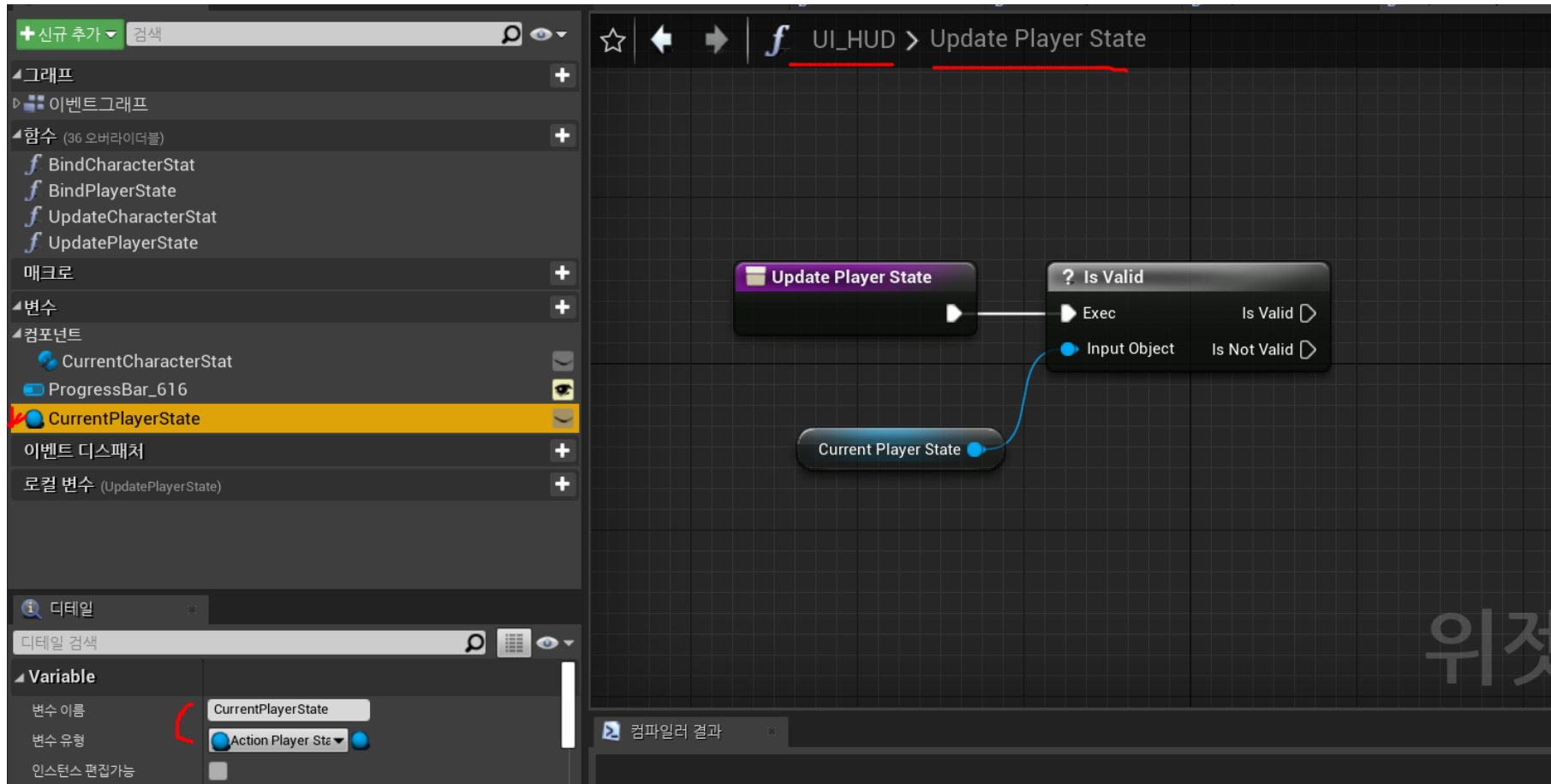
8.1.1 ActionPlayerController가 유효한지 검사하고, 유효하면 CharacterState의 SetNewLevel 함수를 호출하고, 입력에는 ActionPlayerController의 GetCharacterLevel을 넣는다.



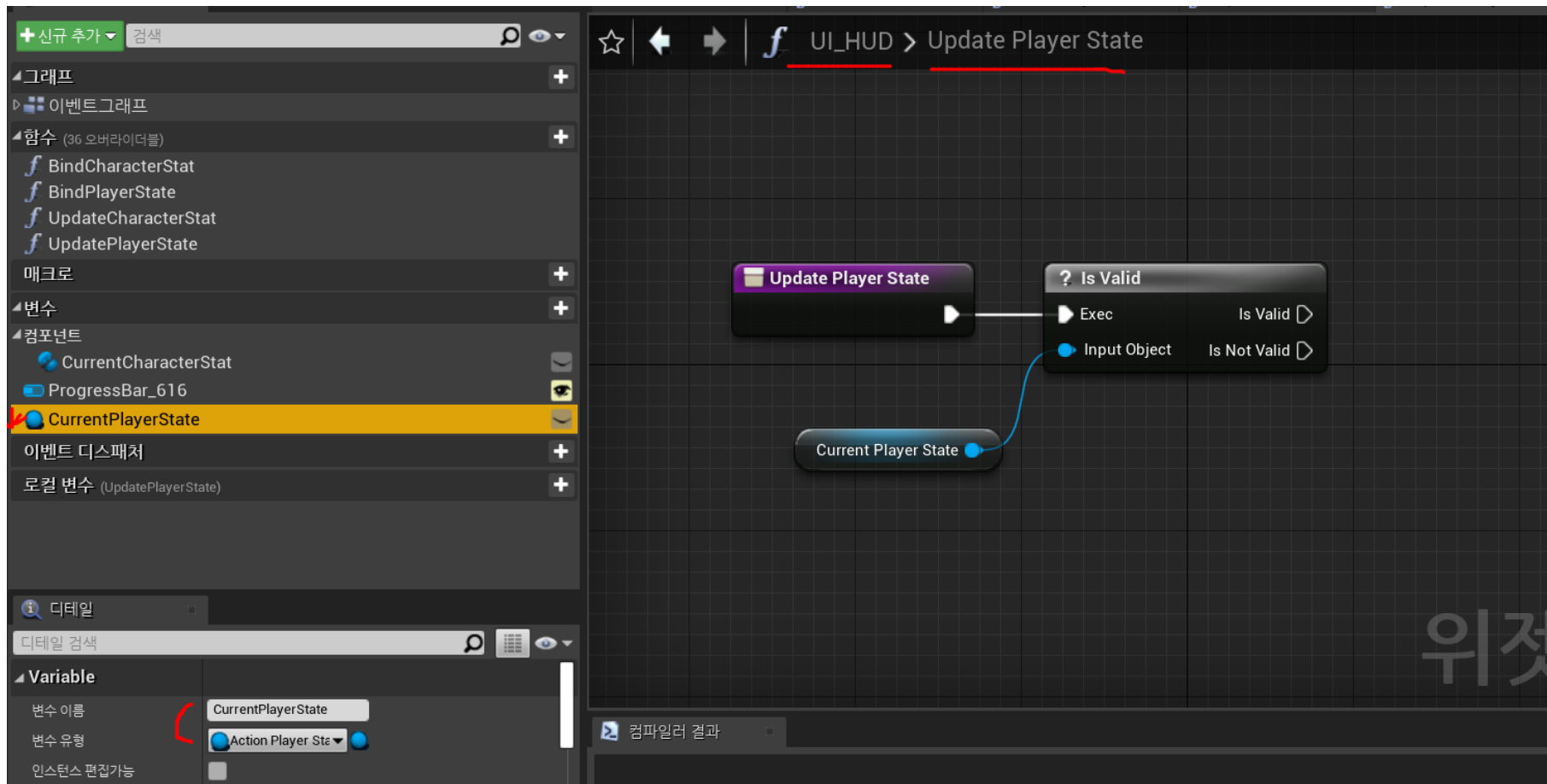
9. UI_HUD에 들어가서 ABCharacterStataComponent 변수 CurrentCharacterStat을 생성한다.



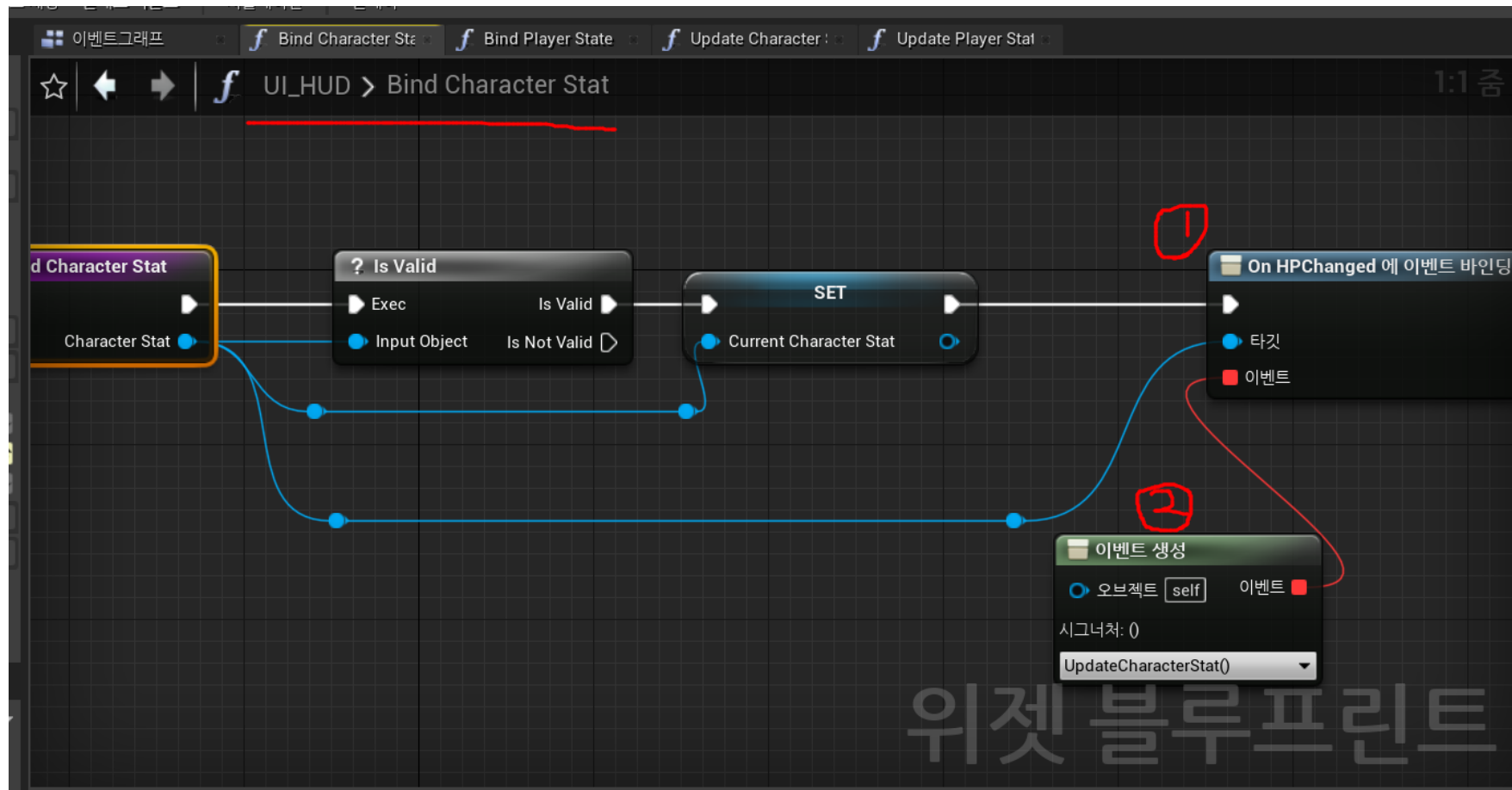
9.1 UpdateCharacterStat 함수를 생성하고, CurrentCharacterStat이 유효한지 검사하고, 유효하면 CurrentCharacterStat의 GetHPRatio를 ProgressBar의 SetPersent에 연결한다.



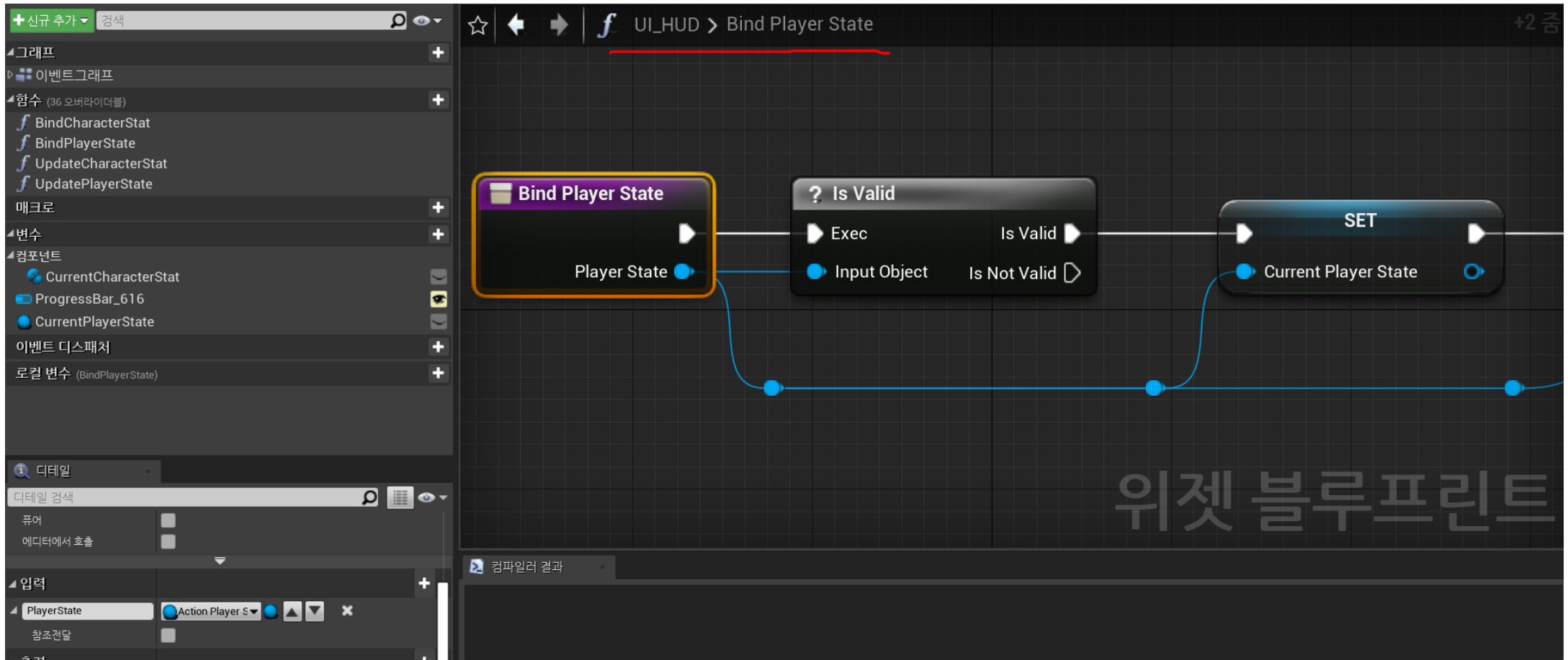
9.2 ActionPlayerState 변수 CurrentPlayerState를 생성한다.



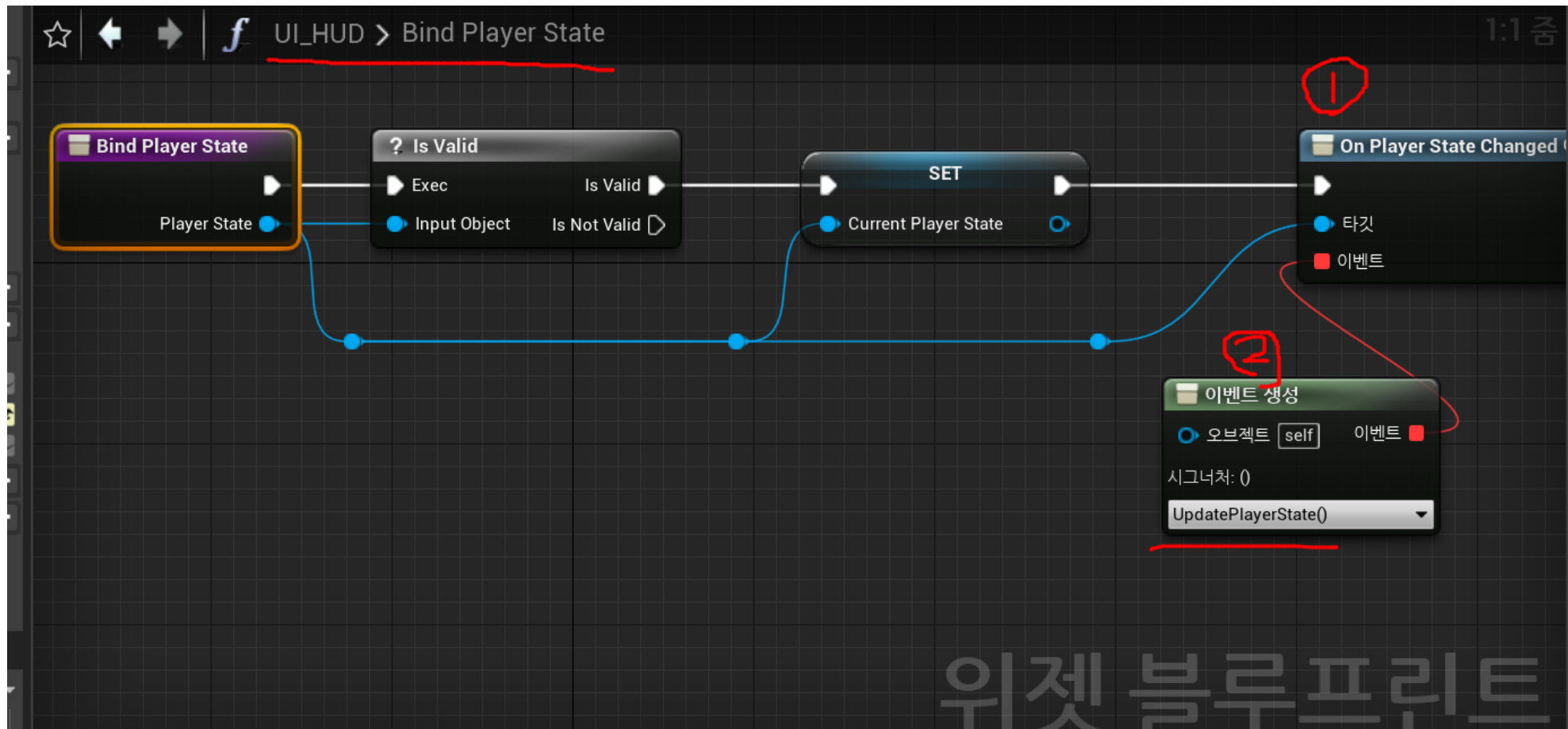
9.3 UpdatePlayerState 함수를 생성하고, CurrentPlayerState가 유효한지 검사한다.



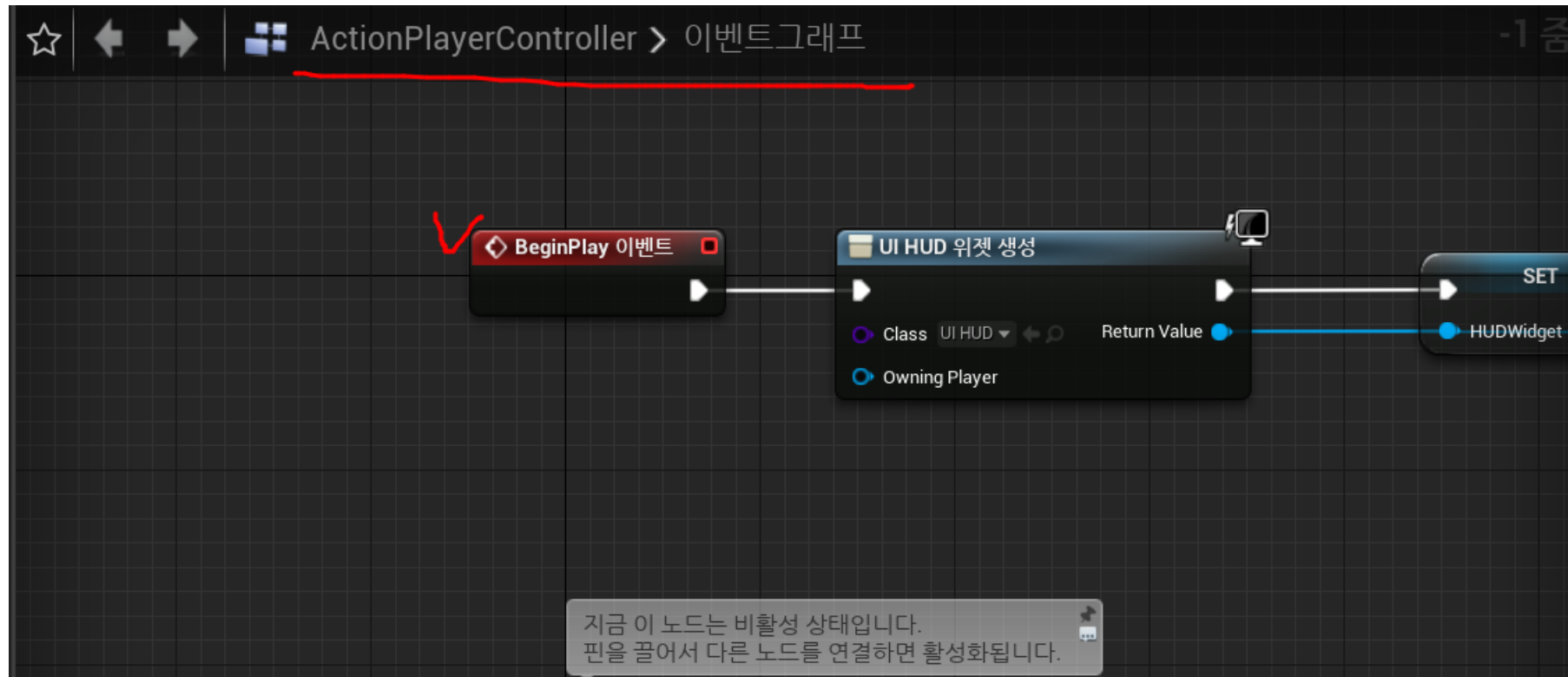
9.4.1 CharacterStat의 OnHPChanged 델리게이트를 UpdateCharacterStat로 바인딩한다.



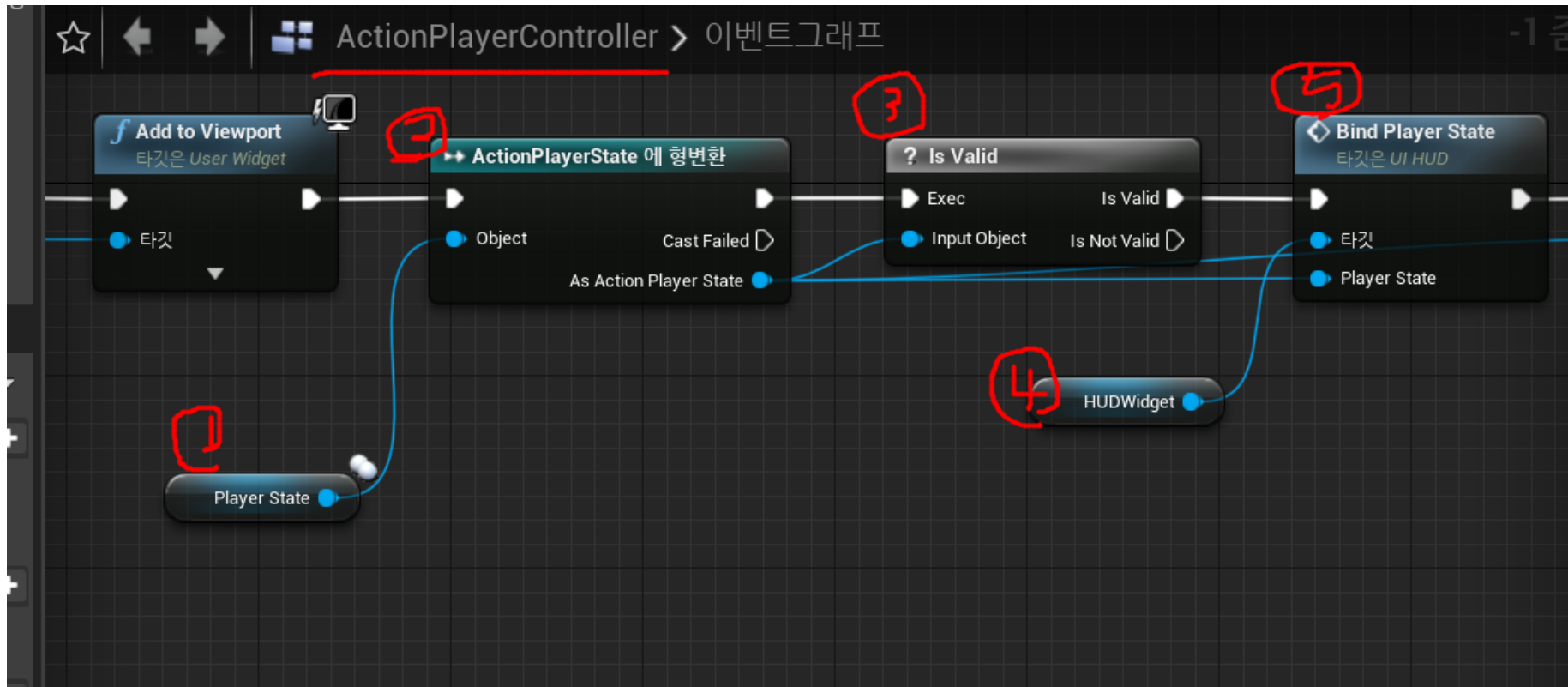
9.5 BindPlayerState 함수를 생성하고, 입력에 ActionPlayerState PlayerState라고 하고 유효하면 CurrentPlayerState에 SET한다.



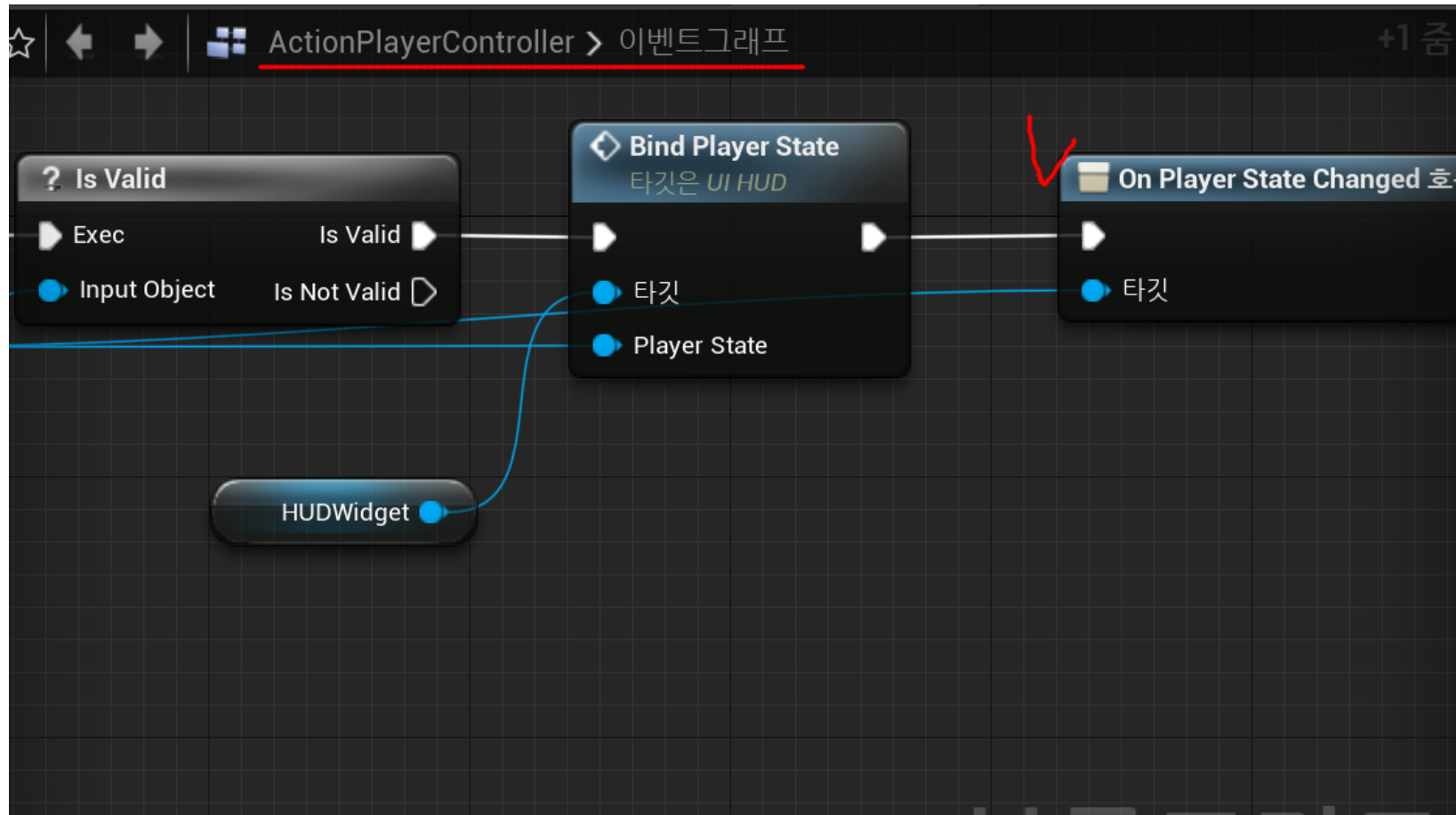
9.5.1 PlayerState의 OnPlayerStateChanged 델리게이트를 UpdatePlayerState로 바인딩한다.



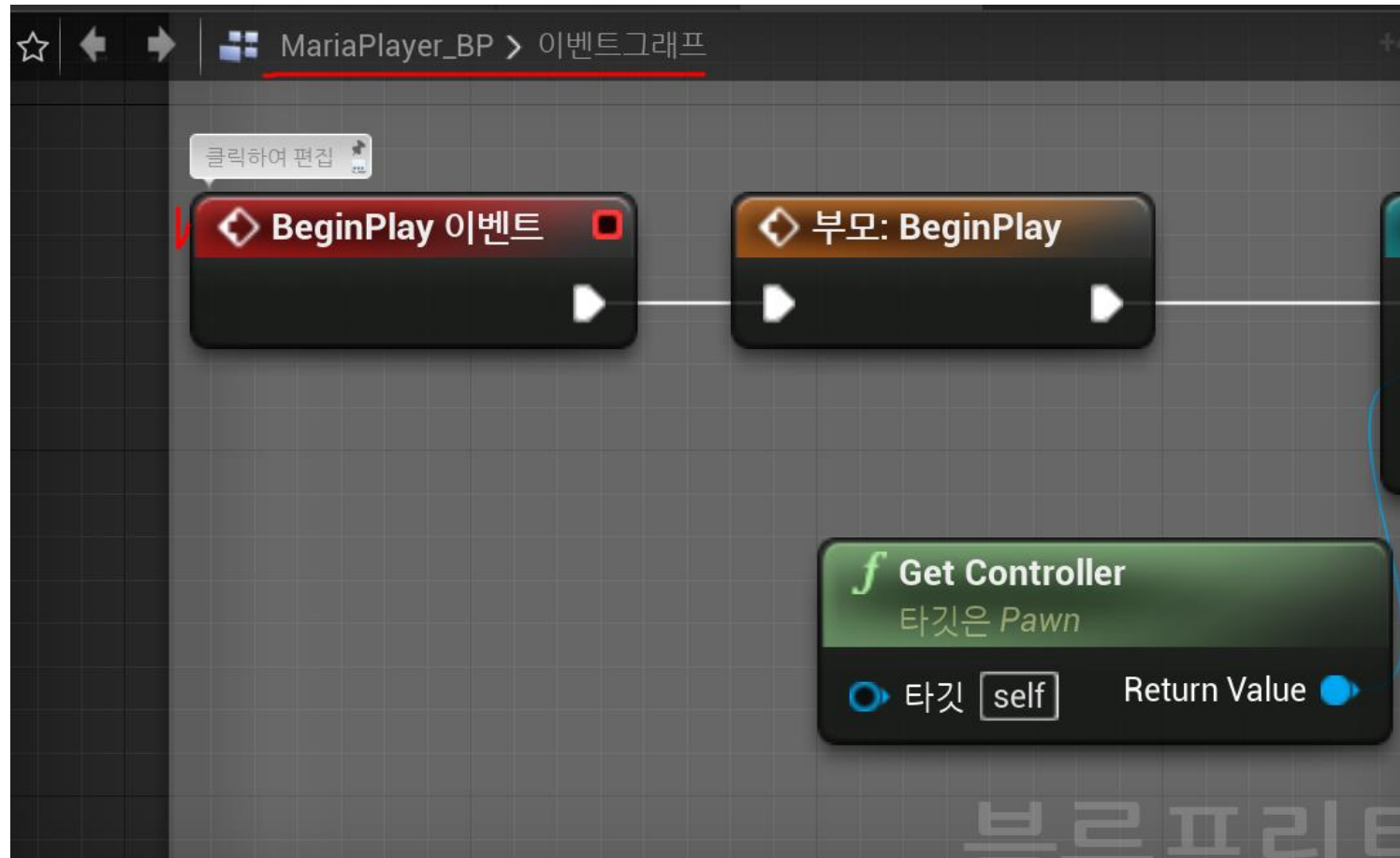
10. ActionPlayerController의 BeginPlay 이벤트에 들어간다.



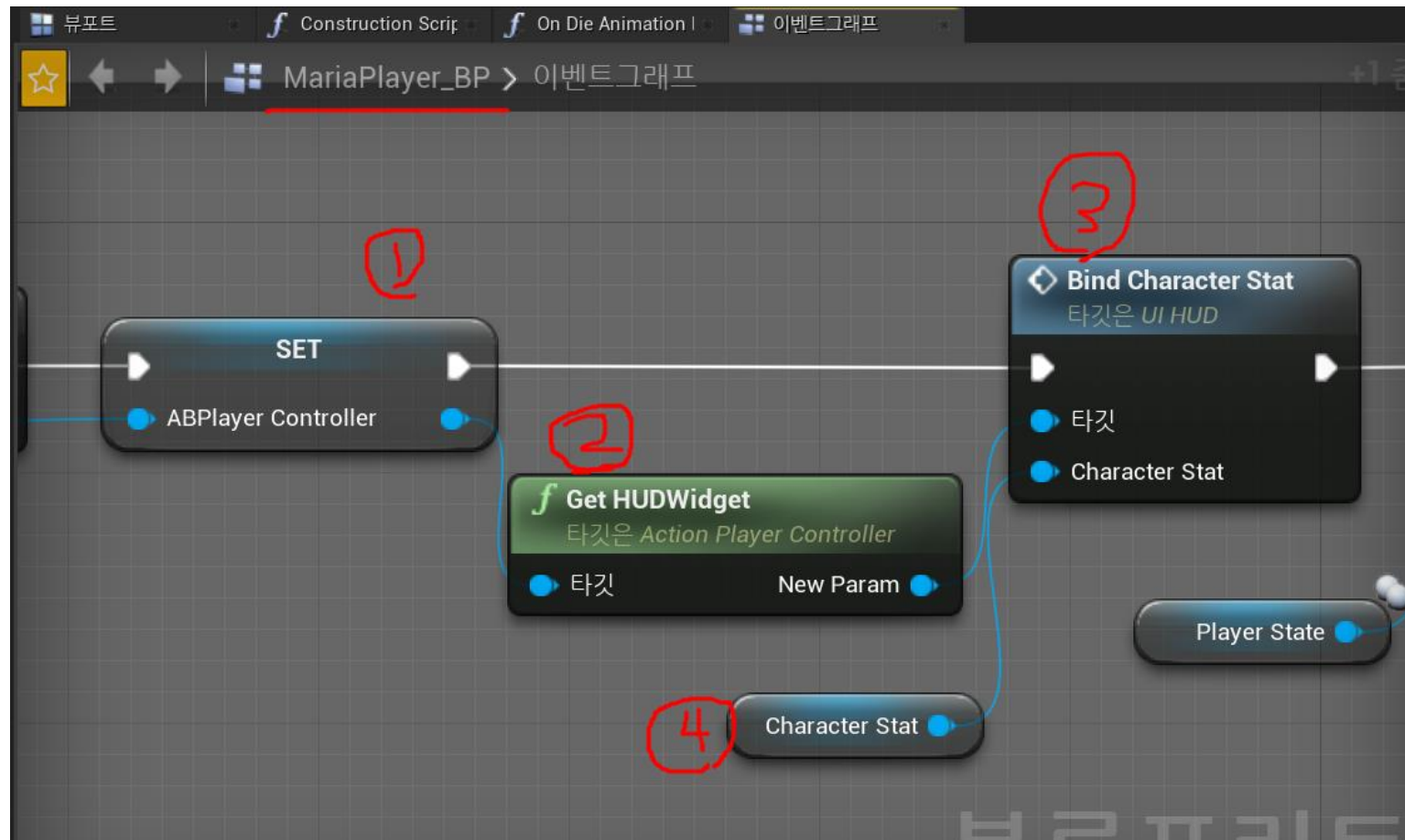
10.1 ActionPlayerState가 유효한지 검사한다. 그리고 HUDWidget의 BindState를 호출한다.



10.2 ActionPlayerState의 OnPlayerStateChanged를 호출한다.



11. MariaPlayer_BP의 BeginPlay 이벤트에 들어간다.



11.1 ABPlayerController의 GetHUDWidget의 BindCharacterStat을 호출한다.