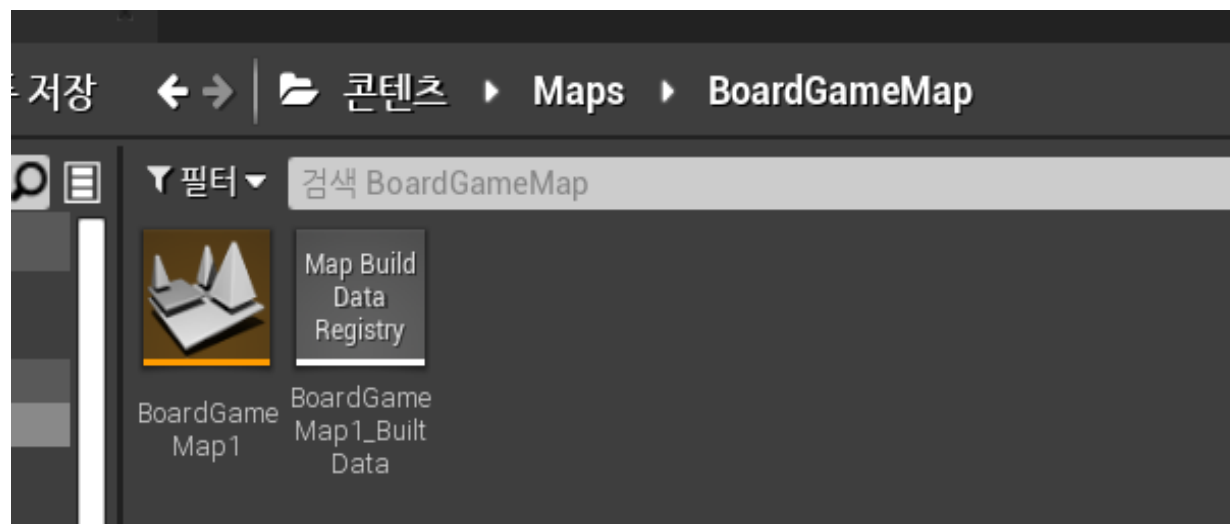
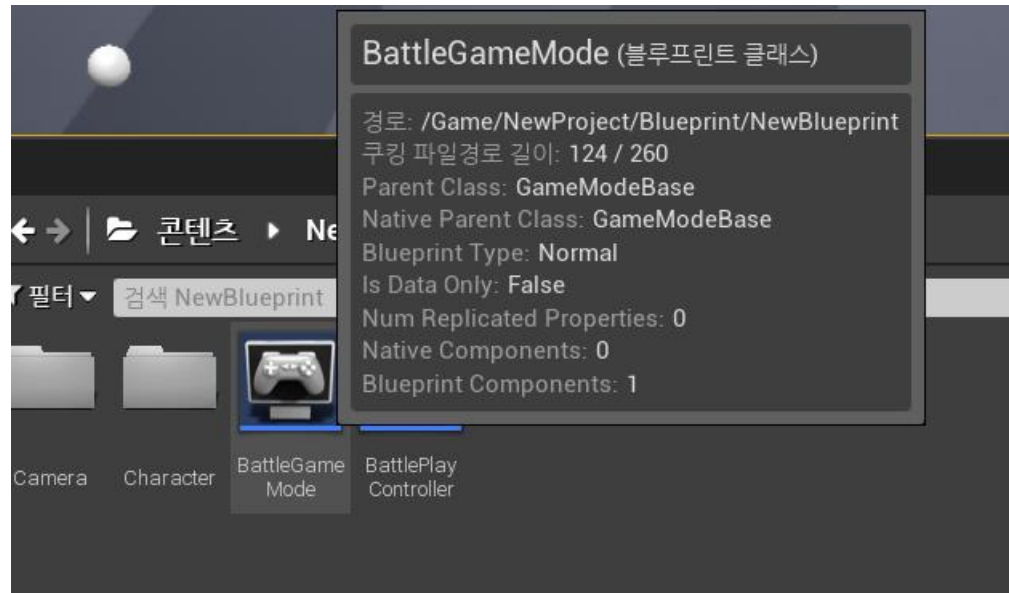


목차

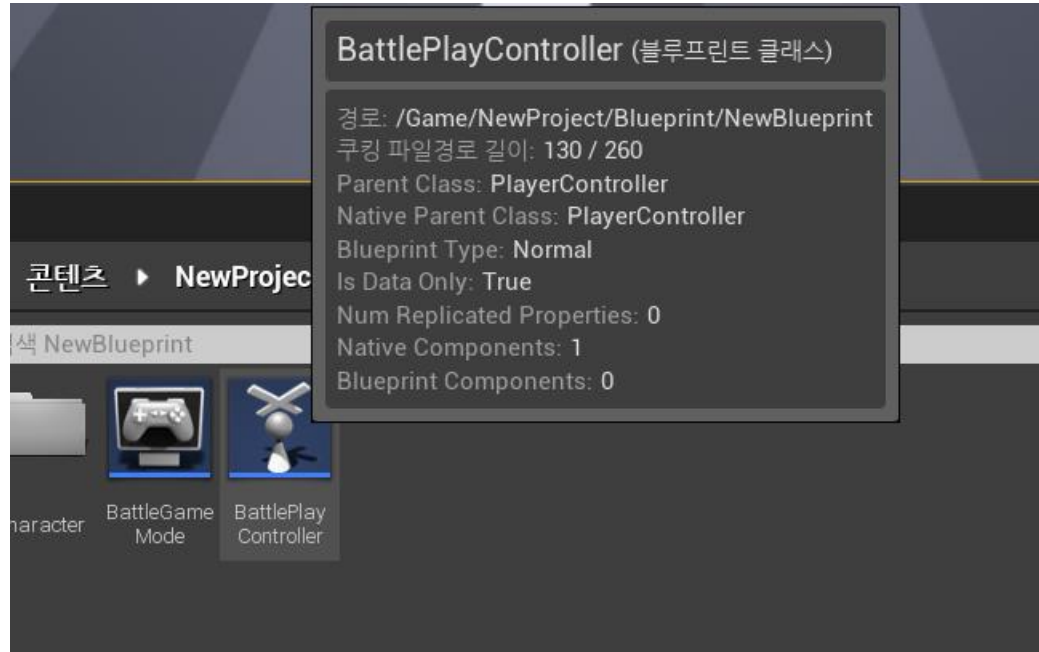
1. 새로운 레벨 BoardGameMap1을 생성한다.
2. GameMode BattleGameMode 생성
3. PlayerController BattlePlayController 생성
4. Character를 상속받은 C++ 클래스로 BoardCharacterBase를 생성
5. BoardCharacterBase를 상속받은 BP_BoardBase를 생성한다.
6. Actor를 상속받은 BattlePosition를 생성



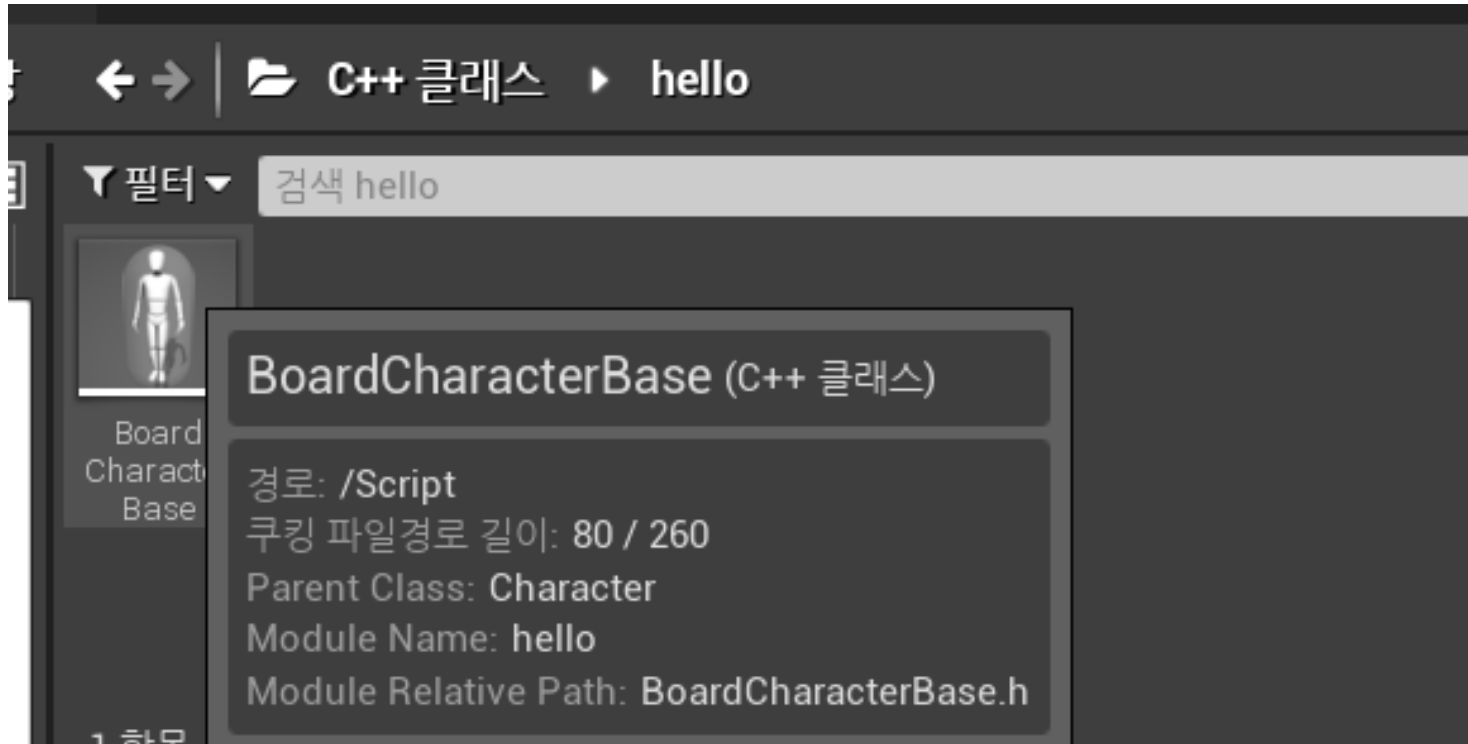
1. 새로운 레벨 BoardGameMap1을 생성한다.



2. GameMode BattleGameMode 생성



3. PlayerController BattlePlayController 생성



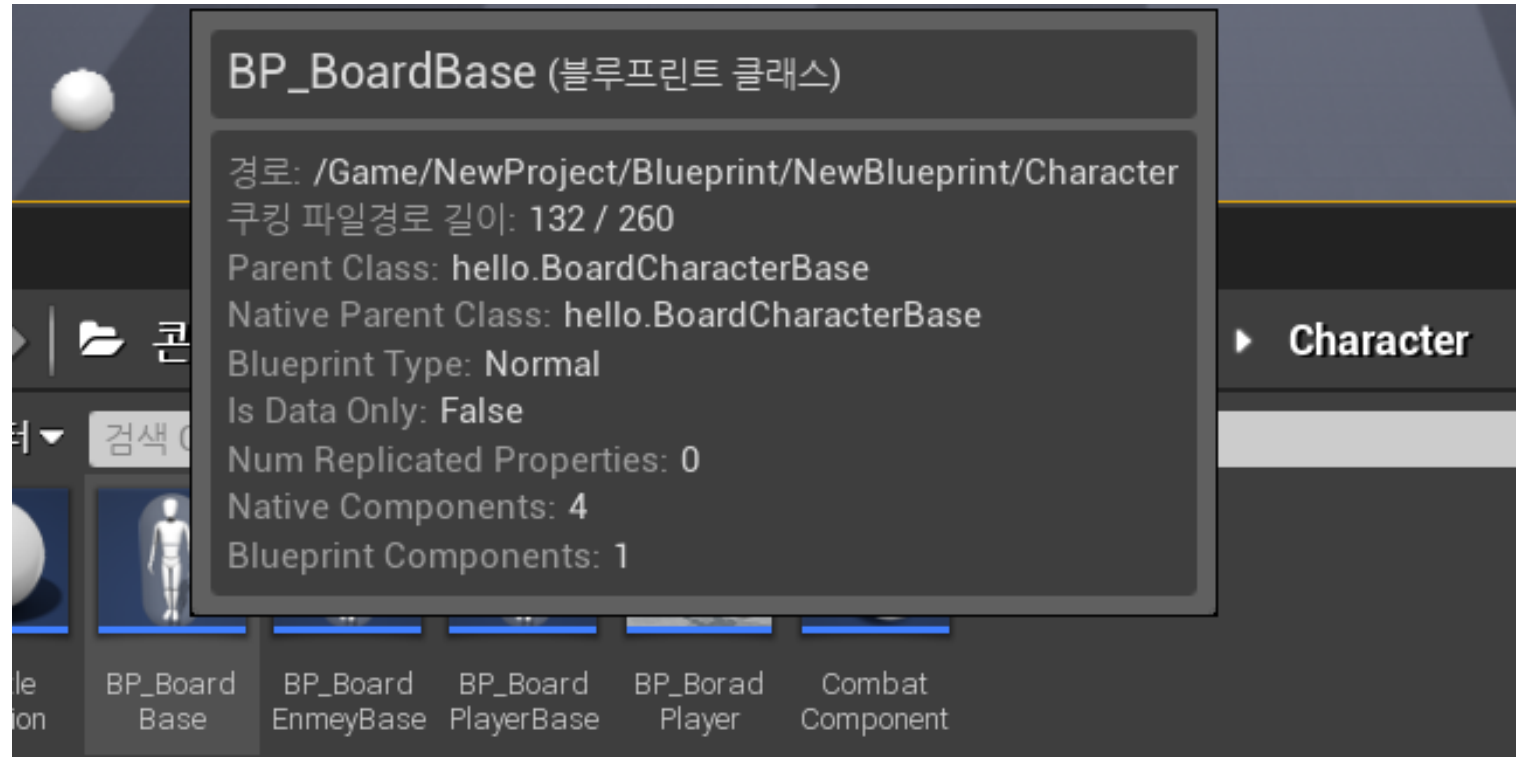
4. Character를 상속받은 C++ 클래스로 BoardCharacterBase를 생성

```
BoardCharacterBase.h  BoardCharacterBase.cpp
1  // Fill out your copyright notice in the Description page of
2
3  #pragma once
4
5  #include "EngineMinimal.h"
6  #include "GameFramework/Character.h"
7  #include "BoardCharacterBase.generated.h"
8
9  UCLASS()
10 class HELLO_API ABoardCharacterBase : public ACharacter
11 {
12     GENERATED_BODY()
13
14 public:
15     // Sets default values for this character's properties
16     ABoardCharacterBase();
17 }
```

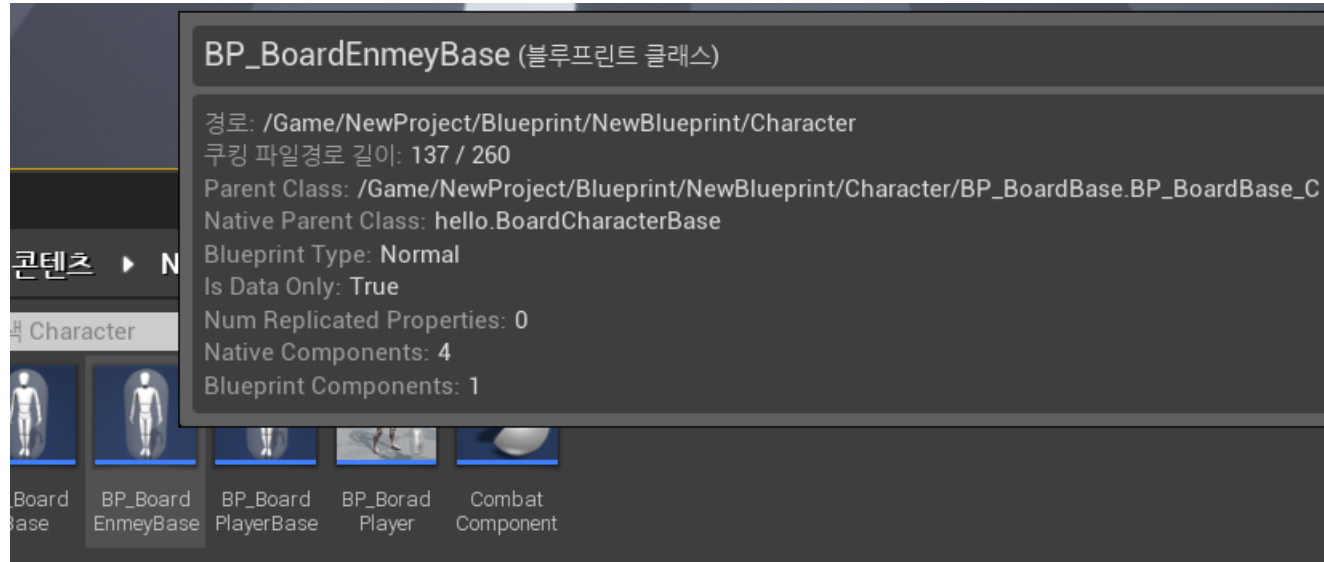
4.1 BoardCharacterBase에 들어가서 EngineMinimal.h를 추가한다.

```
BoardCharacterBase.h  BoardCharacterBase.cpp  (전역 범위)
1  // Fill out your copyright notice in the Description page of Project Settings
2
3
4  #include "BoardCharacterBase.h"
5
6  // Sets default values
7  ABoardCharacterBase::ABoardCharacterBase()
8  {
9      // Set this character to call Tick() every frame. You can turn this off
10     PrimaryActorTick.bCanEverTick = true;
11
12     GetMesh()->SetRelativeLocationAndRotation(FVector(0.0f, 0.0f, -88.0f), FRotator(0.0f, 0.0f, 0.0f));
13     bUseControllerRotationYaw = false;
14     GetCharacterMovement()->bOrientRotationToMovement = true;
15     GetCharacterMovement()->RotationRate = FRotator(0.0f, 720.0f, 0.0f);
16
17 }
```

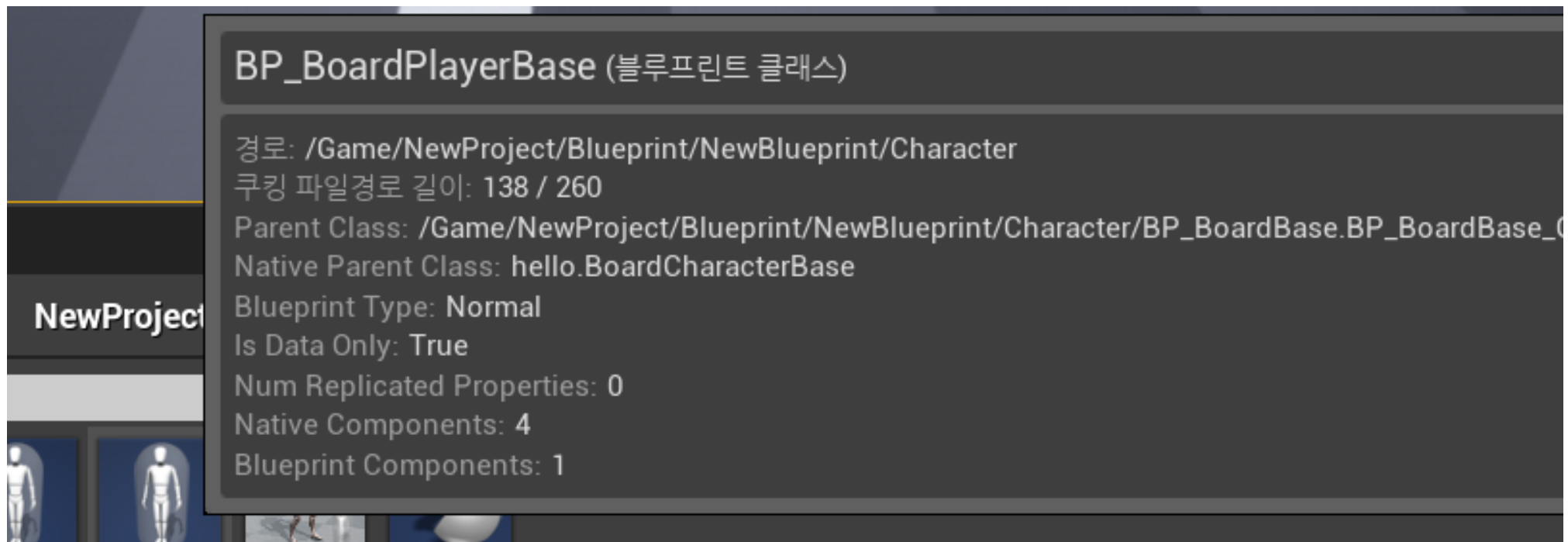
4.2 생성자에 해당 내용을 넣는다.



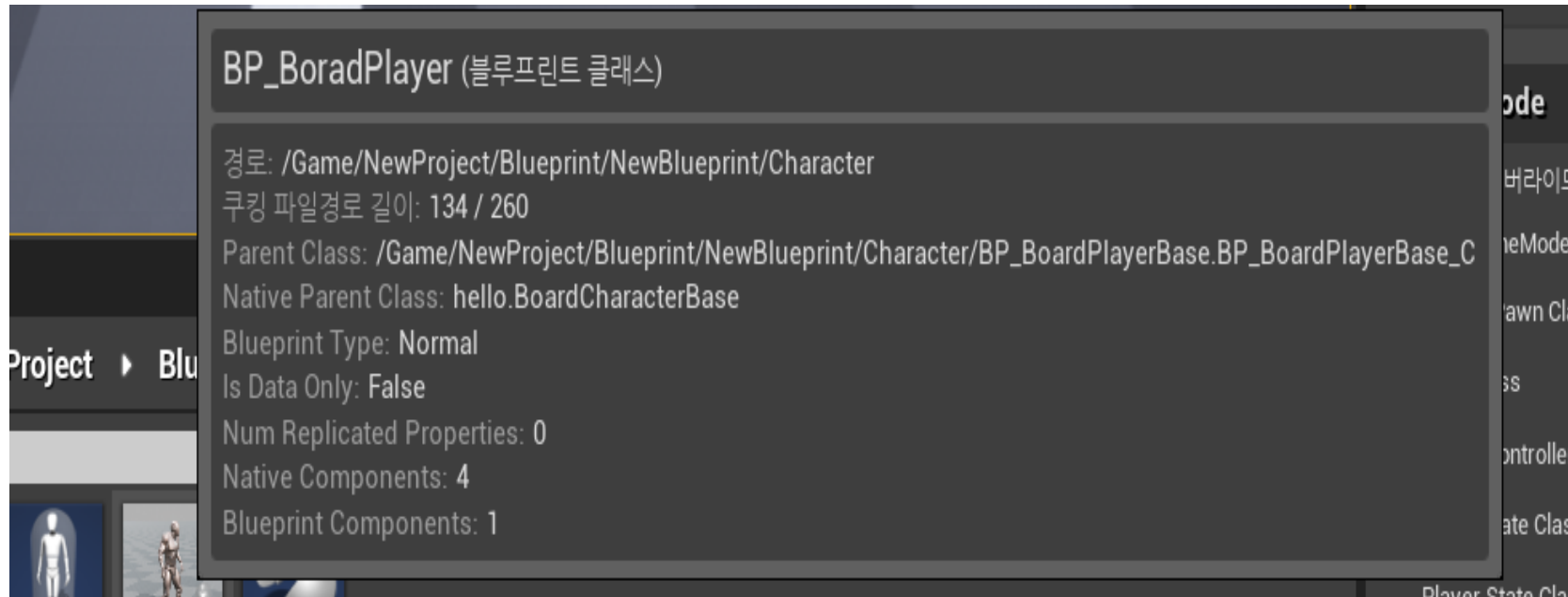
5. BoardCharacterBase를 상속받은 BP_BoardBase를 생성한다.



5.1 BP_BoardBase를 상속받은 BP_BoardEnemyBase를 생성한다.



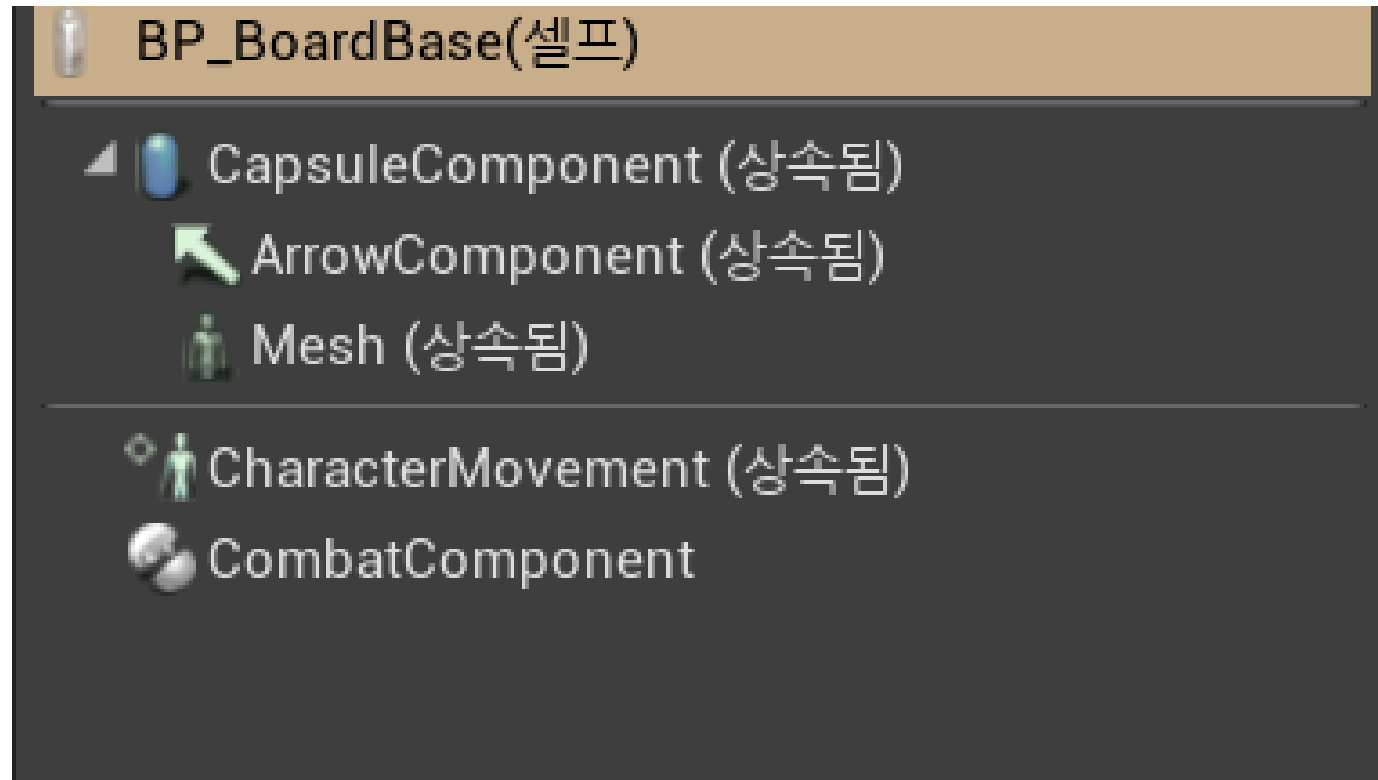
5.2 BP_BoardBase를 상속받은 BP_BoardPlayerBase를 생성한다.



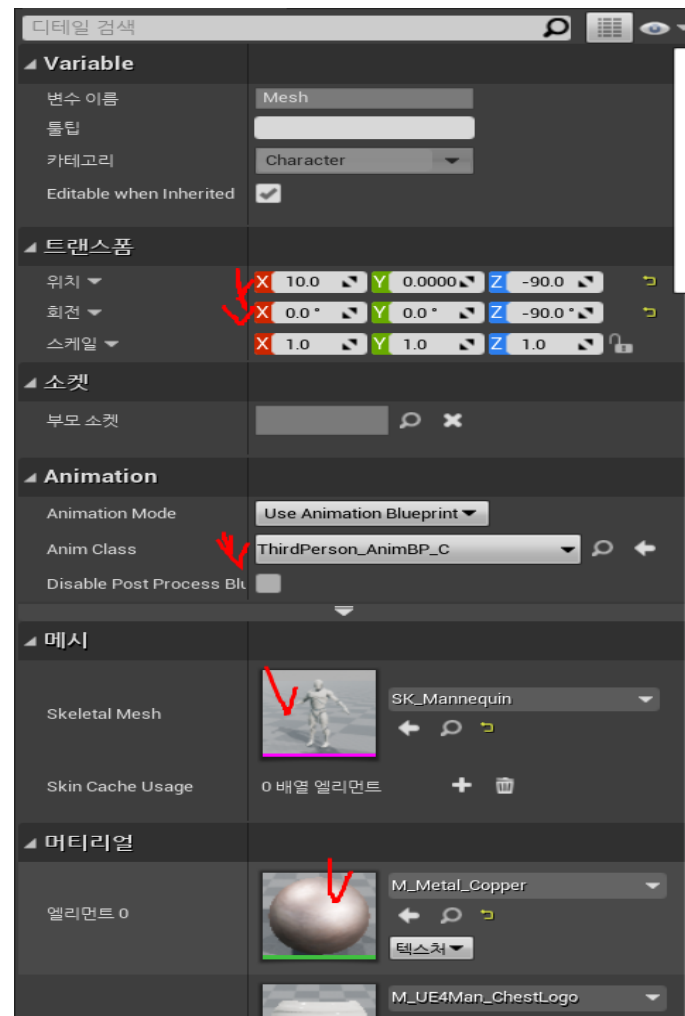
5.3 BP_BoardPlayerBase를 상속받은 BP_BoardPlayer를 생성



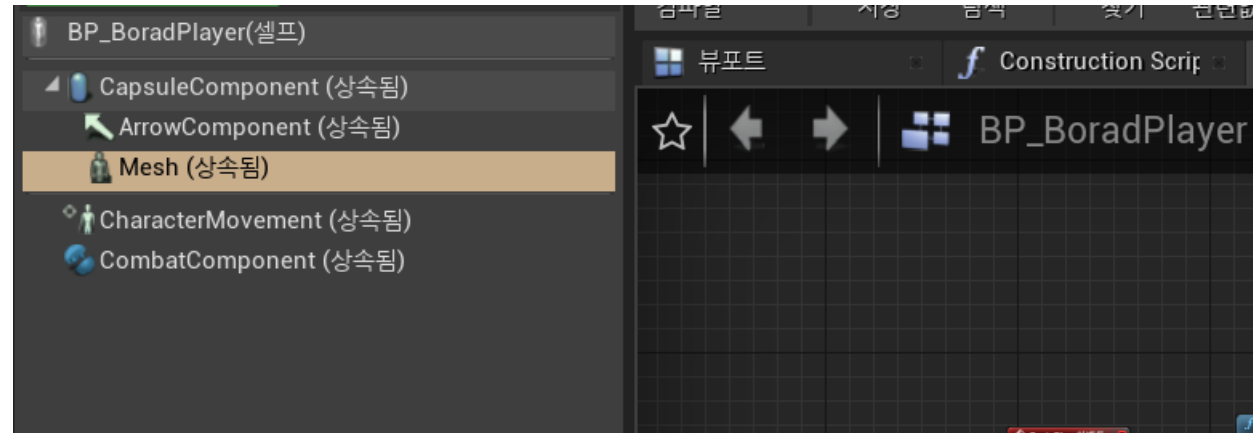
5.4 ActorComponentf를 상속받은 CombatComponent를 생성



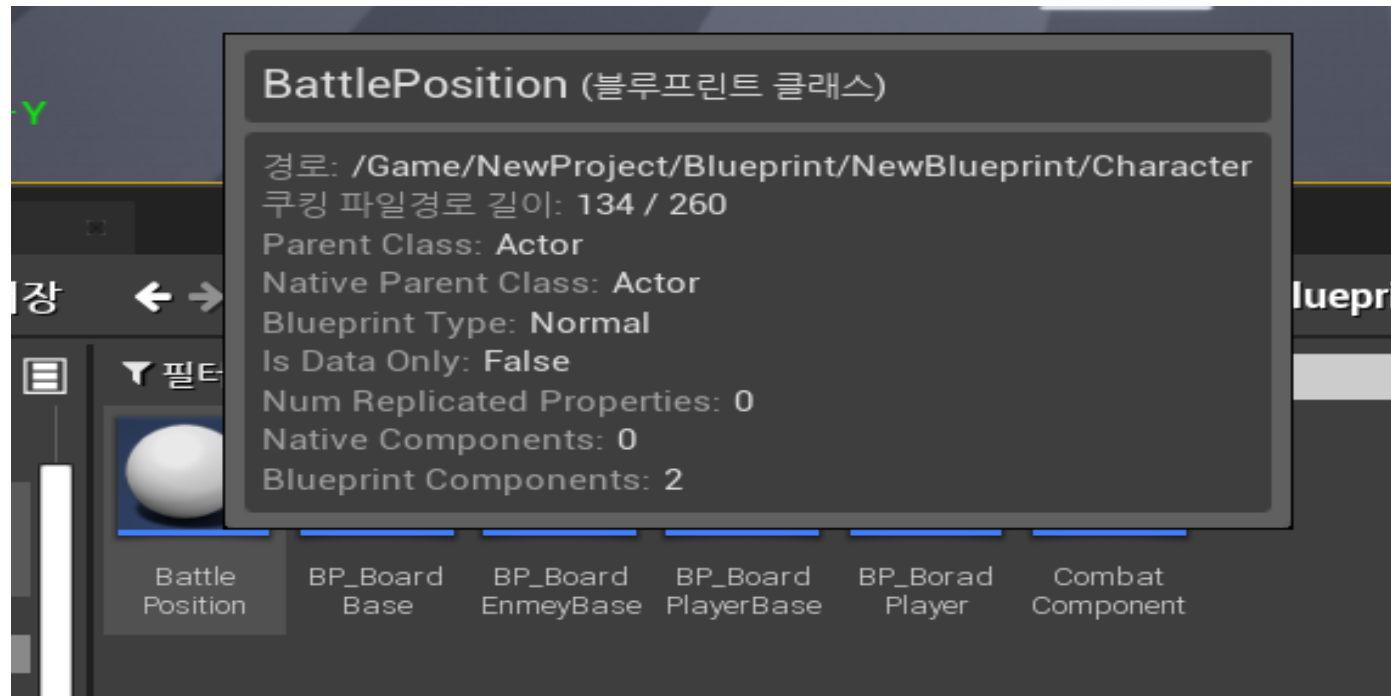
5.4.1 BP_BoardBase에 들어가서 CombatComponent를 추가한다.



5.5 BP_BoardPlayer의 Mesh에 들어가서 캐릭터와 애니메이션 머테리얼을 추가한다.



5.6 CombatComponent를 추가되어 있다



6. Actor를 상속받은 BattlePosition를 생성