

Potato Planter Gatherer Eater Game

A staging on the potato industry in 19th century Europe.

Developed with Unreal Engine 4.27.1 and 5.0.3.

Protagonists

Potato Planter

A selfless worker farming the next harvest of potatoes.



Source: *L'Homme à la houe* by Jean-François Millet

Potato Gatherer

A swift worker carrying potatoes from the fields to the consumers.



Source: *October* by Jules Bastien-Lepage

Potato Eater

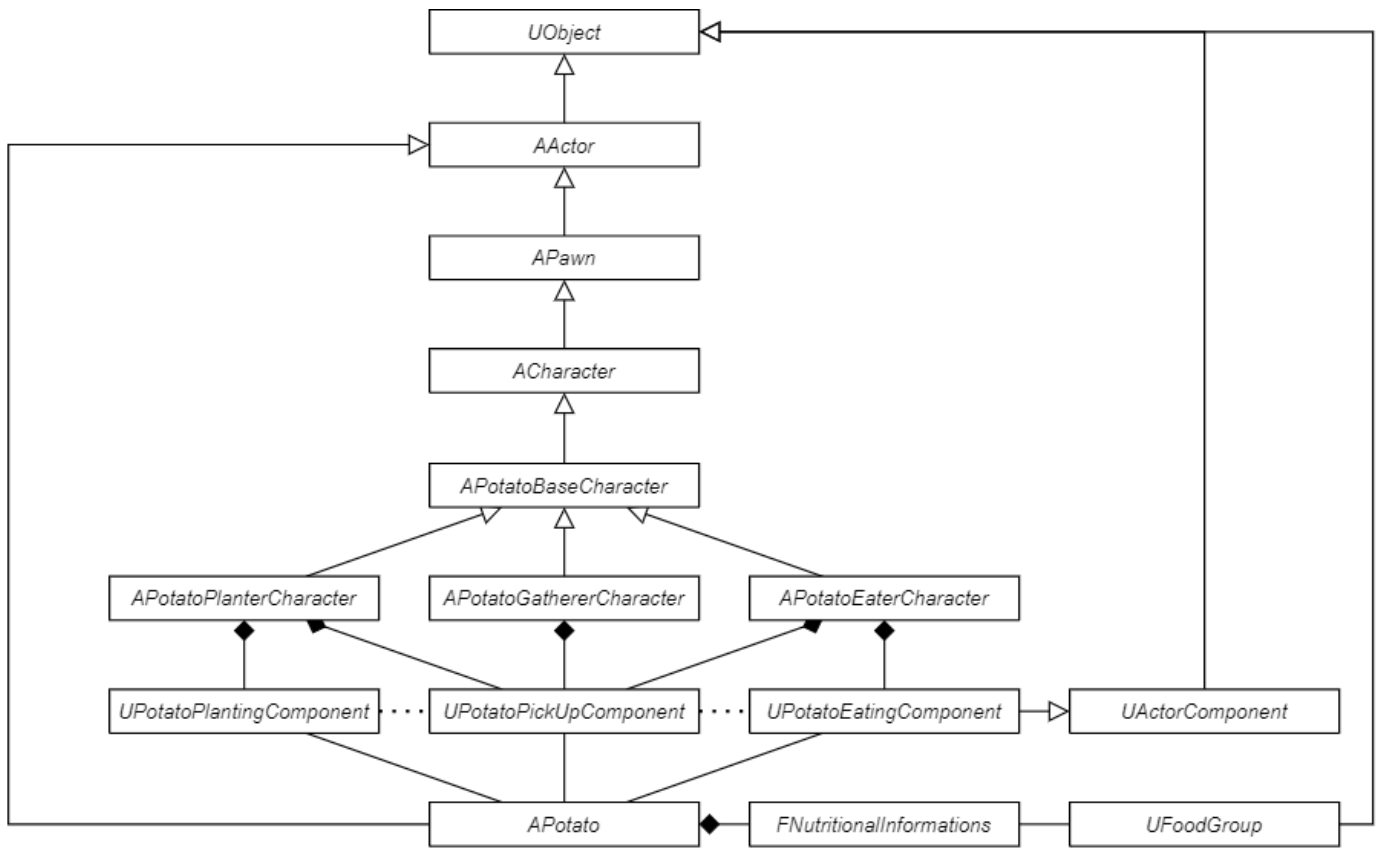
A lazy upper class eating potatoes.



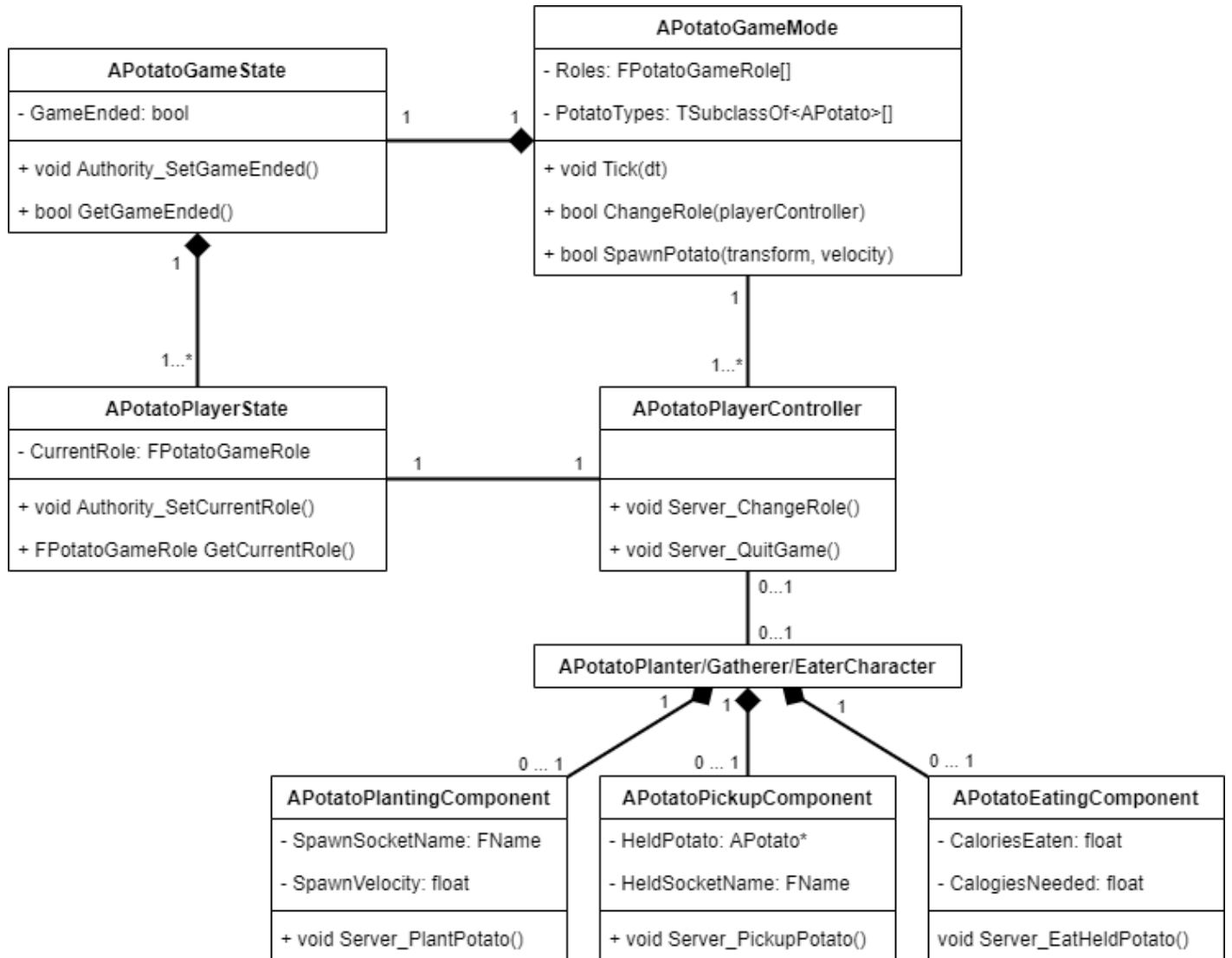
Source: *The Potato Eaters* by Vincent van Gogh

Structure

Main Objects and Actors



Gameplay Framework Usage



Exercices

Introduction

Do the basic setup of the project while getting familiar with FStruct, UObject, AActor, AActorComponent and assets

```
git checkout exercise1
```

See [exercise1.md](#)

Gameplay Framework

Put in place the Gameplay Framework to get familiar with APlayerState, APlayerController, AGameState and APlayerController

```
git checkout exercice2
```

See [exercice2.md](#)

Network

Make the game function on network to allow multiple player to join in

```
git checkout exercice3
```

See [exercice3.md](#)