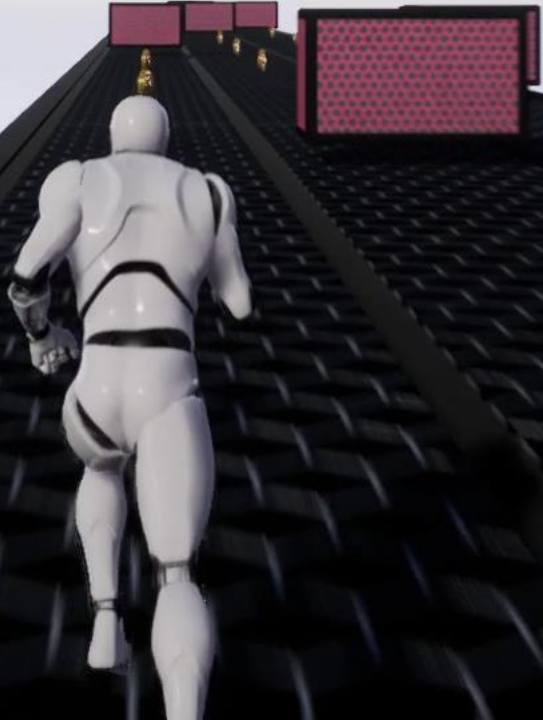


# ***CREATE A BASIC ENDLESS RUNNER FROM SCRATCH IN C++***



## ***EPISODE-0 OVERVIEW***



***A UE4 C++ MINI SERIES***

# SERIES OVERVIEW

- Learn to create a basic endless runner prototype
- Start by setting up a character with animations from scratch
- Create and an endless floor tile system with lane switching
- Add features like Obstacles and Coin Collection
- Create a Main Menu, Pause and Game Over menu system
- Add a death and live system

# C++ TOPICS COVERED IN SERIES

- Create Actors and Components
- Overriding Parent Function
- Actor Spawning
- TSubclassOf - to define Blueprint classes that can be Instantiated in C++
- Character Animation Blueprint with C++ Base
- Input Handling
- Collision Handling
- Event Handling with Custom Multicast Events
- Timers
- Custom UMG UserWidgets, Widget Bindings and UI Event Handling
- Game Framework functions to Pause/Unpause and Quit the game, and Loading levels



# COMING NEXT VIDEO

- Project Setup
- Assets Import
- Level Creation and Setup



# THANK YOU FOR WATCHING

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