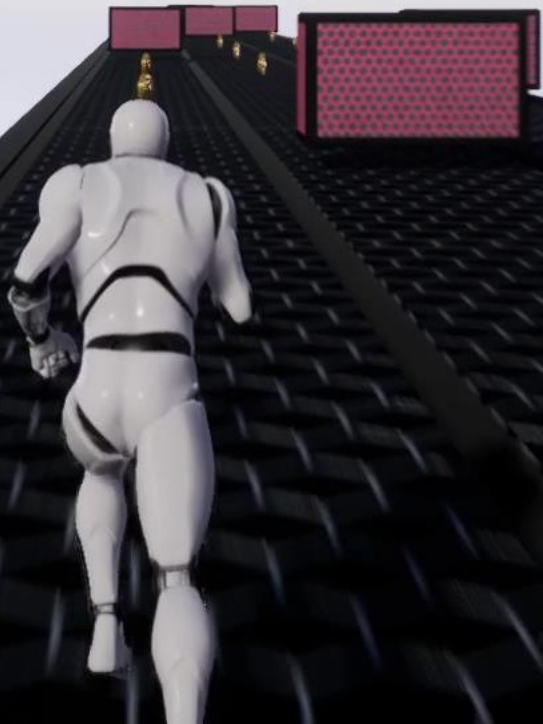


CREATE A BASIC ENDLESS RUNNER

FROM SCRATCH IN C++



***EPISODE - 1
PROJECT SETUP***



A UE4 C++ MINI SERIES

SETUP OVERVIEW

- Create the C++ Project for the Endless Runner
- Import Game Assets
- Creating Game Mode
- Creating main Game Level and setup Game Mode

GAME ASSETS

- Game Assets can be found under

<https://github.com/valendhar/MikeStevanovicYT/tree/master/EndlessRunner>

- License:

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COMING NEXT VIDEO

- Setting up the Character
 - Create Animation Blendspace
 - Create Character animation blueprint in BP and c++
 - Create Run Character c++ class and BP
 - Setting up basic components and functions



THANK YOU FOR WATCHING

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