**Tanks Vs Zombies**

Create a basic C++ project name it Tank

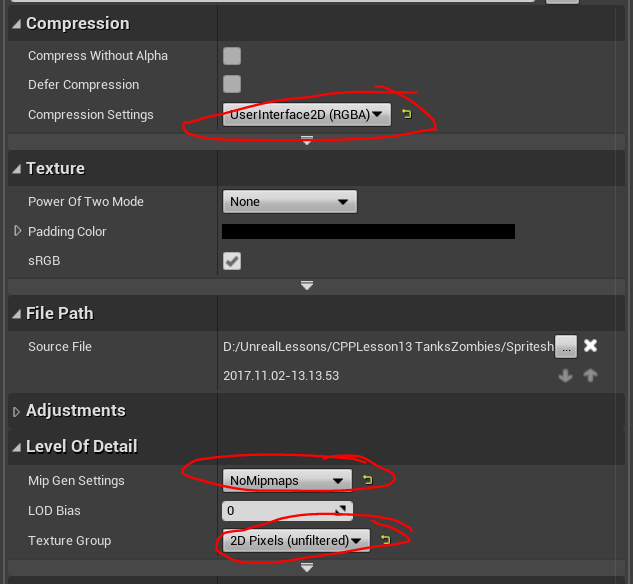
Create a C++ GameMode and name it TankGameMode

Open TankBuild.cs file and add "Paper2D" at the end of PublicDependencyModule as follows

PublicDependencyModuleNames.AddRange(new string[] { "Core", "CoreUObject", "Engine", "InputCore", "Paper2D" });

Close VS and right click on uproject file and generate VisualStudioProjectFiles

Import sprite assets Open sprite and change the following.



Rightclick on sprite texture and select SpriteActions/ExtractSprite

Select Grid or Auto and click extract

Name sprites accordingly

Create a Pawn C++ class

Add following code to header file

private:

UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = "Tank", meta = (AllowPrivateAccess = "true"))

UArrowComponent\* TankDirection;

UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = "Tank", meta = (AllowPrivateAccess = "true"))

UPaperSpriteComponent\* TankSprite;

UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = "Turret", meta = (AllowPrivateAccess = "true"))

UChildActorComponent\* ChildTurret;

Need forward decleration

class UArrowComponent;

class UPaperSpriteComponent;

Add the following code to constructor

if (!RootComponent) {

RootComponent = CreateDefaultSubobject<USceneComponent>(TEXT("TankBase"));

}

TankDirection = CreateDefaultSubobject<UArrowComponent>(TEXT("TankDirection"));

TankDirection->AttachTo(RootComponent);

TankSprite = CreateDefaultSubobject<UPaperSpriteComponent>(TEXT("TankSprite"));

TankSprite->AttachTo(TankDirection);

ChildTurret = CreateDefaultSubobject<UChildActorComponent>(TEXT("Turret"));

ChildTurret->AttachTo(TankDirection);

Needs some includes

#include "Tank.h"

#include "Tanks.h"

#include "Components/ArrowComponent.h"

#include "PaperSpriteComponent.h"

Create an Actor class called Turret

Add following to header file

private:

UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = "Turret", meta = (AllowPrivateAccess = "true"))

UArrowComponent\* TurretDirection;

UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = "Turret", meta = (AllowPrivateAccess = "true"))

UPaperSpriteComponent\* TurretSprite;

Add following to C++ file constructor

TurretDirection = CreateDefaultSubobject<UArrowComponent>(TEXT("TurretDirection"));

RootComponent = TurretDirection;

TurretSprite = CreateDefaultSubobject<UPaperSpriteComponent>(TEXT("TurretSprite"));

TurretSprite->AttachTo(TurretDirection);

Stopped at 1:11:15

**Reference**

https://www.youtube.com/watch?v=NyXq0Hy9xQs&list=PLZlv\_N0\_O1gaz3ydgU5wt6c\_JtJzwXUKW&ab\_channel=UnrealEngine