

# Making a mobile Hack n slash

Digital Confectioners  
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# Introduction

- Who am I?
  - I'm James Tan and I'm a game developer who has worked with Unreal Engine for the last sixteen and a half years.
- What have I done with Unreal Engine before?
  - I've created quite a number of games available on Steam, Apple Appstore and Playstation 4.
- Who is Digital Confectioners?
  - Digital Confectioners is an independent company I founded in 2007.

# How do I make hack n' slash for Android?

- Can you really use Unreal Engine 4 to make mobile games?
  - Yes! Unreal Engine 4 has been built for mobile.
- I'm not a programmer though! How can I make a game?
  - By using Blueprints!
- What kind of games can you make using Unreal Engine 4? Can you only make first person shooters?
  - Unreal Engine 4 can be used for almost anything!

# Where can I find ready to use assets?

- I'm a programmer and I don't have any artistic skill, are there assets I can buy?
  - Yes! Epic has their own Unreal Marketplace.
- I'm an artist! I can just make everything, why should I buy assets?
  - Faster to prototype and get your game running.
- I've made a great Asset / Blueprint, can I put it on the store?
  - Yes! Epic welcomes all submissions to have more content available to everyone.

# Are there any templates I can start from?

- What template should I use and does it matter if I pick the wrong one?
  - Pick one closest to what you're making. It doesn't matter if your game changes in the end.
- Should I pick the C++ one or the Blueprints one and is there a difference?
  - Pick C++ if you know or want to learn the language.
- If I pick the C++ one, can I still use Blueprints and vice versa?
  - You can always switch between Blueprints and C++.

# How do I set up my character?

- How do I use the assets that I bought from the Market Place?
  - Purchased assets are in your Vault. Epic Launcher helps you add it to your project.
- How do I set up animations? What are Animation Blueprints?
  - Anim Blueprint is scripting for animation blending.
- How do I attach things onto my character? What can I attach?
  - Set up in Persona, attach in Blueprints.

# How do I make a user interface?

- How do I add a button to make my character attack with his weapon?
  - UMG provides an easy to use tool with Blueprint support.
- My character is going to have a spell, how do I add a button for that?
  - Add additional button and hooks in Blueprints.
- How do I show a health bar for my character?
  - Add functions in Blueprints and widgets in UMG.

# How do I create spells and weapons?

- My character has a weapon, how do I make it work?
  - Play animation via Anim Blueprint, logic in Blueprint.
- I want my character launch a fireball! How do I make him do that?
  - Same as above, but instance a projectile each time.
- I want to give my character an aura! How do I do that?
  - Logic in Blueprint to detect other Actors to apply an effect.



# How do I make loot?

- I want to add things on the floor the player can pick up. How do I do that?
  - Blueprint can detect touch events and run logic.
- How do I add a potion that give the player health?
  - Logic to detect player then change values.
- It's difficult to be accurate on Android! How do I make items auto collect when near?
  - Detection logic and simply move the loot to get closer to the player.

# How do I add monsters to the dungeon?

- I want to make a new monsters for the dungeon! Where do I start?
  - Create Monster Character blueprint.
- Monsters need to path to the player so that they can do that? What do I use?
  - Add Behavior Tree and construct simple AI logic.
- Monsters need to attack the player, how do I do that?
  - Add logic to the Character which detect nearby players and plays an animation.

# How do I put it on Android?

- How do I set up my PC to allow me to develop for Android?
  - Download necessary third party tools, Unreal Editor should detect and enable Android development.
- What is cooking and why do I need to it?
  - Cooking optimizes content for the platform to ensure the game is fast and will run on the platform.
- How do I put the game onto my Android device and try it out?
  - Cook and deploy using Unreal Editor.

# I have more questions!

- If you have more questions, please contact me at [james.tan@digitalconfectioners.com](mailto:james.tan@digitalconfectioners.com).
- Download Unreal Engine 4 from [www.unrealengine.com](http://www.unrealengine.com).
- Visit the forums at [forums.unrealengine.com](http://forums.unrealengine.com)!
- Enter your submission to Unreal Dev Grants, [www.unrealengine.com/unrealdevgrants](http://www.unrealengine.com/unrealdevgrants)!
- Thanks for attending this session :)
- Enjoy the rest of the summit!