

Making a mobile Hack n slash

Digital Confectioners
James Tan

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.
- Download Unreal Engine 4 from www.unrealengine.com.
- Visit the forums at forums.unrealengine.com!
- Enter your submission to Unreal Dev Grants, www.unrealengine.com/unrealdevgrants!
- Thanks for attending this session :)
- Enjoy the rest of the summit!