

Game Development Projects with Unreal Engine: Learn to build your first games and bring your ideas to life using UE4 and C++ By rapo88.org

Learn the tools and techniques of game design using a project based approach with Unreal Engine 4 and C++

Key Features

- Kickstart your career or dive into a new hobby by exploring game design with UE4 and C++
- Learn the techniques needed to prototype and develop your own ideas
- Reinforce your skills with project based learning by building a series of games from scratch

Book Description

Game development can be both a creatively fulfilling hobby and a full time career path. The compile button in UE4 is a known meme in the community and is not used very often because of how a success in the bottom right can actually mean a failure depending on how much code has actually changed. By the end of this Unreal Engine 4 game development book you'll have the confidence and knowledge to get started on your own creative UE4 projects and bring your ideas to life. What you will learn

- Create a fully functional third person character and enemies
- Build navigation with keyboard mouse gamepad and touch controls
- Program logic and game mechanics with collision and particle effects
- Explore AI for games with Blackboards and Behavior Trees
- Build character animations with Animation Blueprints and Montages
- Test your game for mobile devices using mobile preview
- Add polish to your game with visual and sound effects
- Master the fundamentals of game UI design using a heads up display

Who this book is for

This book is suitable for anyone who wants to get started using UE4 for game development.

Table of Contents

- Unreal Engine Introduction
- Working with Unreal Engine
- Character Class Components and Blueprint Setup
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- UE4 Utilities
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Projects with Unreal Engine: Learn to build your first games and bring your ideas to life using UE4 and C++

This ebook is fantastic because it covers the entire Unreal engine with code and step by step activities. First I don't like that all the files related to the ebook are on Github I would much rather download a zip file to do activities without an internet connection like on an airplane when I am bored but I guess you can download the files one by one. Next this is an enormous ebook so the challenge is really enormous too but I wish in a perfect world I would like to see game dev by game type but I realize that is an enormous amount of work to create 10 versions of the code for racing games for shooting games for RPG games for mobile games for children's games for simulation games etc. But it does a good job at letting the user know how to setup some replicated values in c++

The code examples are great for an introduction course book and is very well documented what each line is doing to the next. While I had gripes about what i'd want new ue4 users to know it's still a good 5 6hr read 10hr project

1800209223 Full disclaimer: I was contacted by the authors of the book and gifted a review copy: It's also an exciting way to improve your C++ skills and apply them in engaging and challenging projects: Game Development Projects with Unreal Engine starts with the basic skills you'll need to get started as a game developer: The fundamentals of game design will be explained clearly and demonstrated practically with realistic exercises: You'll then apply what you've learned with challenging activities: The book starts with an introduction to the Unreal Editor and key concepts such as actors.

But allow you to see the default UI and input for it: I do feel like this section should of been removed from the book or added to an entire second book dedicated the UE4 in mobile space. This part of the book might only confuse you if you are wanting to use UE4 on mobile. It's always recommended even from the developers to close the project and recompile through visual studio: Collision is not deeply explained and is one of the complicated parts of UE4 and collision systems in the wild, But if you miss one setting there is a chance the entire project will not work as expected. And since the book does not go into deep conversation about the collision system new users might find it hard to grasp when something goes wrong, As noted in the book.

Blueprints animations inheritance and player input. You'll then move on to the first of three projects: building a dodgeball game: In this project you'll explore line traces collisions projectiles user interface and sound effects combining these concepts to showcase your new skills. You'll then move on to the second project; a side scroller game where you'll implement concepts including animation blending enemy AI spawning objects and collectibles. The final project is an FPS game where you will cover the key concepts behind creating a multiplayer environment, It will also be useful for anyone who has used Unreal Engine before and wants to consolidate improve and apply their skills. To grasp the concepts explained in this book better you must have prior knowledge of the basics of C++ and understand variables functions classes polymorphism and pointers. For full compatibility with the IDE used in this book a Windows system is recommended. It is really good for new learners of the Unreal Engine to have it is a must read must have: So the ebook fulfills its purpose for sure! However nothing is perfect in this world so let me tell you a few negatives. So there is still a lot of active thinking from the developer required requiring your undivided attention, While there is a lot of very useful materials the style and organization could still be improved to make it dummy proof but maybe that would make the ebook into 2000 pages, Finally I wish there would be professional and clear American accent audio with each chapter but maybe that is coming in the future. I think possibly if the authors continue new editions they will make it easier and easier with each release so let's see this as a really good start, I mean you have 800 pages on a PDF and lots of GitHub code and activities/exercises so you are getting great value: 1800209223 Disclaimer: I was contacted by the authors of the book and gifted a review copy, This book goes into just enough detail to start working on your own projects and getting to a point where a 'release' is possible: UE4 is very wide and very deep so it's impossible to know everything about it without glossing over deeper parts of the engine: And this book tries to hide that fact sometimes in it's explanation or there lack of what class does what: There is a small part related to mobile input where they gloss over setting up the project to ship on these platform this will not be enough to release a networked game. Without getting deep into the implementation this is good for people getting into coding & unreal for the first time, But I worry this book is setting up bad habits future ue4 devs could suffer from, I have been developing with Unreal 4 for about 18 months now and had come from 2 years of Unity, A major issue with learning UE4 was a lack of a textbook to guide me along. This book covers the basics such as materials navigating the editor C++ and Blueprints: The book finishes up with Multiplayer which is always useful, This book is great for learning the engine and does not offer much in the design side of game development. Following the examples will get the project to work.The book's networking section is a nice thought. If you are looking here you already know what to expect. Much work and research will be needed. No other sponsorship occurred. All they asked for was a balanced review in return. 1800209223

