



Quick answers to common problems

Unreal Engine Game Development Cookbook

Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine

John P. Doran

[PACKT]
PUBLISHING

Unreal Engine Game Development Cookbook

Joanna Lee, John P. Doran, Nitish Misra



Unreal Engine Game Development Cookbook:

Unreal Engine Game Development Cookbook John P. Doran, 2015-10-30 Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine About This Book Explore the quickest way to tackle common challenges faced in Unreal Engine Create your own content levels light scenes and materials and work with Blueprints and C scripting An intermediate fast paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals Working knowledge of C is required What You Will Learn Discover editor functionalities for an in depth insight into game design Develop environments using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features such as mirrors and glows Explore the various ways that lighting can be used in the engine Build various level effects using Blueprints Unreal s visual scripting system Set up a development environment and develop custom functionality with C for your games Create healthbars and main menus with animations using Slate Unreal s UI solution through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is powerful tool with rich functionalities to create games It equips you with the skills to easily build mobile and desktop games from scratch without worrying about which platform they will run on You can focus on the individual complexities of game development such as animation and rendering This book takes you on a journey to jumpstart your game design efforts You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used with numerous references for further study You will start by getting acquainted with Unreal Engine 4 and building out levels for your game This will be followed by recipes to help you create environments place meshes and implement your characters You will then learn to work with lights camera and shadows to include special effects in your game Moving on you ll learn Blueprint scripting and C programming to enable you to achieve trigger effects and add simple functionalities By the end of the book you will see how to create a healthbar and main menu and then get your game ready to be deployed and published Style and approach This book offers detailed easy to follow recipes that will help you master a wide range of Unreal Engine 4 s features Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more

Unreal Engine: Game Development from A to Z Joanna Lee, John P. Doran, Nitish Misra, 2016-08-31 Develop fantastic games and solve common development problems with Unreal Engine 4 About This Book Investigate the big world of Unreal Engine computer graphics rendering and Material editor to implement in your games Construct a top notch game by using the assets offered by Unreal Engine thereby reducing the time to download create assets on your own Understand when and why to use different features and functionalities of Unreal Engine 4 to create your own games Learn to use Unreal 4 by making a first person puzzle game Blockmania for Android Who This Book Is For This path is ideal for those who have a strong interest in game development

and some development experience An intermediate understanding of C is recommended What You Will Learn Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Get clued up about working with Slate Unreal's UI solution through the UMG Editor Put together your own content and materials to build cutscenes and learn how to light scenes effectively Get tips and tricks on how to create environments using terrain for outdoor areas and a workflow for interiors as well using brushes Explore the ways to package your game for Android Devices and porting it to the Google Playstore Know inside out about creating materials and applying them to assets for better performance Understand the differences between BSP and static meshes to make objects interactive In Detail Unreal Engine technology powers hundreds of games This Learning Path will help you create great 2D and 3D games that are distributed across multiple platforms The first module Learning Unreal Engine Game Development starts with small simple game ideas and playable projects It starts by showing you the basics in the context of an individual game level Then you'll learn how to add details such as actors animation effects and so on to the game This module aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4 By the end of this module you will be able to put into practise your own content After getting familiar with Unreal Engine's core concepts it's time that you dive into the field of game development In this second module Unreal Engine Game Development Cookbook we show you how to solve development problems using Unreal Engine which you can work through as you build your own unique project Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more You will start by building out levels for your game followed by recipes to help you create environments place meshes and implement your characters By the end of this module you will see how to create a health bar and main menu and then get your game ready to be deployed and published The final step is to create your very own game that will keep mobile users hooked This is what you'll be learning in our third module Learning Unreal Engine Android Game Development Once you get the hang of things you will start developing our game wherein you will graduate from movement and character control to AI and spawning Once you've created your application you will learn how to port and publish your game to the Google Play Store With this course you will be inspired to come up with your own great ideas for your future game development projects Style and approach A practical collection of bestselling Packt titles this Learning Path aims to help you skill up with Unreal Engine by curating some of our best titles into an essential sequential collection

Learning Unreal Engine Game Development Joanna Lee, 2016-02-29 A step by step guide that paves the way for developing fantastic games with Unreal Engine 4 About This Book Learn about game development and the building blocks that go into creating a game A simple tutorial for beginners to get acquainted with the Unreal Engine architecture Learn about the features and functionalities of Unreal Engine 4 and how to use them to create your own games Who This Book Is For If you are new to game development and want to learn how games are created using Unreal Engine 4 this book is the right choice

for you You do not need prior game development experience but it is expected that you have played games before Knowledge of C would prove to be useful What You Will Learn Learn what a game engine is the history of Unreal Engine and how game studios create games Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Understand the basic structures of objects in a game such as the differences between BSP and static meshes Make objects interactive using level blueprints Learn more about computer graphics rendering how materials and light are rendered in your game Get acquainted with the Material Editor to create materials and use different types of lights in the game levels Utilize the various editors tools and features such as UI the particle system audio terrain manipulation and cinematics in Unreal Engine 4 to create game levels In Detail Unreal Engine 4 is a powerful game development engine that provides rich functionalities to create 2D and 3D games across multiple platforms Many people know what a game is and they play games every day but how many of them know how to create a game Unreal Engine technology powers hundreds of games and thousands of individuals have built careers and companies around skills developed using this engine Learning Unreal Engine 4 Game Development starts with small simple game ideas and playable projects that you can actually finish The book first teaches you the basics of using Unreal Engine to create a simple game level Then you ll learn how to add details such as actors animation effects and so on to the game The complexity will increase over the chapters and the examples chosen will help you learn a wide variety of game development techniques This book aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4 By the end of this book you ll have learnt about the entire Unreal suite and know how to successfully create fun simple games Style and approach This book explains in detail what goes into the development of a game provides hands on examples that you can follow to create the different components of a game and provides sufficient background theory to equip you with a solid foundation for creating your own games

Unreal Engine 4 Scripting with C++ Cookbook William Sherif, Stephen Whittle, 2016-10-24 Get the best out of your games by scripting them using UE4 About This Book A straightforward and easy to follow format A selection of the most important tasks and problems Carefully organized instructions to solve problems efficiently Clear explanations of what you did Solutions that can be applied to solve real world problems Who This Book Is For This book is intended for game developers who understand the fundamentals of game design and C and would like to incorporate native code into the games they make with Unreal They will be programmers who want to extend the engine or implement systems and Actors that allow designers control and flexibility when building levels What You Will Learn Build function libraries Blueprints containing reusable code to reduce upkeep Move low level functions from Blueprint into C to improve performance Abstract away complex implementation details to simplify designer workflows Incorporate existing libraries into your game to add extra functionality such as hardware integration Implement AI tasks and behaviors in Blueprints and C Generate data to control the appearance and content of UI elements In Detail Unreal Engine 4 UE4 is a complete suite of game development tools

made by game developers for game developers With more than 100 practical recipes this book is a guide showcasing techniques to use the power of C scripting while developing games with UE4 It will start with adding and editing C classes from within the Unreal Editor It will delve into one of Unreal's primary strengths the ability for designers to customize programmer developed actors and components It will help you understand the benefits of when and how to use C as the scripting tool With a blend of task oriented recipes this book will provide actionable information about scripting games with UE4 and manipulating the game and the development environment using C Towards the end of the book you will be empowered to become a top notch developer with Unreal Engine 4 using C as the scripting language

Style and approach A recipe based practical guide to show you how you can leverage C to manipulate and change your game behavior and game design using Unreal Engine 4

Unreal Engine Game Development Blueprints Nicola Valcasara, 2015-12-29 Discover all the secrets of Unreal Engine and create seven fully functional games with the help of step by step instructions

About This Book Understand what a Blueprint is and how to create a complex visual scripting code Discover the infinite possibilities that Unreal Engine offers and understand which tool to use where and when Learn to think like a real game developer in order to create enjoyable and bug free games using this comprehensive and practical handbook

Who This Book Is For This book is ideal for intermediate level developers who know how to use Unreal Engine and want to go through a series of projects that will further their expertise

Working knowledge of C is a must What You Will Learn Write clean and reusable Blueprint scripts Develop any kind of game you have in mind following the rules used by experts Move through Unreal Engine 4 always knowing what you are doing and where to find the right tool for your needs Integrate C code into your projects using Visual Studio and the tools that Unreal provides Extricate between classes nodes interfaces macros and functions Work with different types of assets from 3D objects to audio sources from UI buttons to animations Explore all the aspects of the game logic collisions navigation meshes matinee volumes events and states

In Detail With the arrival of Unreal Engine 4 a new wonderful tool was born Blueprint This visual scripting tool allows even non programmers to develop the logic for their games allowing almost anyone to create entire games without the need to write a single line of code The range of features you can access with Blueprint script is pretty extensive making it one of the foremost choices for many game developers

Unreal Engine Game Development Blueprints helps you unleash the real power of Unreal by helping you to create engaging and spectacular games It will explain all the aspects of developing a game focusing on visual scripting and giving you all the information you need to create your own games We start with an introductory chapter to help you move fluidly inside the Blueprint user interface recognize its different components and understand any already written Blueprint script Following this you will learn how to modify generated Blueprint classes to produce a single player tic tac toe game and personalize it Next you will learn how to create simple user interfaces and how to extend Blueprints through code This will help you make an informed decision between choosing Blueprint or code You will then see the real power of Unreal unleashed as you create

a beautiful scene with moving AI controlled objects particles and lights Then you will learn how to create AI using a behavior tree and a global level Blueprint how to modify the camera and how to shoot custom bullets Finally you will create a complex game using Blueprintable components complete with a menu power up dangerous objects and different weapons Style and approach This is an easy to follow guide full of practical game examples Each chapter contains step by step instructions to build a complete game and each game uses a different tool in order to cover all the topics in a detailed and progressive manner

Godot 4 Game Development Cookbook Jeff Johnson, 2023-06-09 Explore the latest features of Godot 4 using advanced techniques and recipes to create professional grade games with increased efficiency Purchase of the print or Kindle book includes a free PDF eBook Key Features Take advantage of the new Vulkan renderer and 3D physics in Godot 4 to create high quality games Streamline your game development workflow with Godot s new TileMap TileSet and Animation Editor features Discover what s changed in GDScript 2 0 and Shader additions to enhance your game development skills

Book Description Want to transition from Godot 3 to 4 Look no further than the Godot 4 Game Development Cookbook This comprehensive guide covers everything you need to become proficient with the latest GUI GDscript 2 0 Vulkan 2D 3D rendering shaders audio physics TileSet TileMap importing sound music animation and multiplayer workflows With its detailed recipes the book leaves no stone unturned The Godot 4 Cookbook begins by exploring the updated graphical user interface and helps you familiarize yourself with the new features of GDscript 2 0 Next it delves into the efficient rendering of 2D and 3D graphics using the Vulkan renderer As it guides you in navigating the new Godot 4 platform the book offers an in depth understanding of shaders including the latest enhancements to the shader language Moreover it covers a range of other topics including importing from Blender working with audio and demystifying the new Vulkan Renderer and the physics additions for 2D and 3D The book also shows you how the new changes to TileSet and TileMap make 2D game development easy Advanced topics such as importing in Godot 4 adding sound and music to games making changes in the Animation editor and including workflows for multiplayer in Godot 4 are covered in detail By the end of this game development book you ll have gained a better understanding of Godot 4 and will be equipped with various powerful techniques to enhance your Godot game development efficiency What you will learn Speed up 2D game development with new TileSet and TileMap updates Improve 2D and 3D rendering with the Vulkan Renderer Master the new animation editor in Godot 4 for advanced game development Enhance visuals and performance with visual shaders and the updated shader language Import Blender blend files into Godot to optimize your workflow Explore new physics system additions for improved realism and behavior of game objects Experience innovative features by building multiplayer games in Godot 4 Who this book is for The Godot 4 Game Development Cookbook is for seasoned game developers who want to acquire skills in creating games using a contemporary game engine It is an invaluable resource for indie game developers and Godot developers who are familiar with Godot 3 and have some level of expertise in maneuvering the interface

Torque 3D Game

Development Cookbook David Wyand,2013-01-01 Cookbook packed with recipes to help you create amazing 3D games with Torque The recipes provide clear step by step instruction and practical examples to advance your understanding of Torque 3D and all of its subsystems The book is written for professional and indie game developers that have basic knowledge of TorqueScript are acquainted with Torque 3D s built in tools and wish to take their skills to the next level Having gone through the comprehensive Torque 3D 1 2 FPS game tutorial on the GarageGames website or its equivalent is assumed

Cocos2d Cross-Platform Game Development Cookbook Siddharth Shekar,2016-02-22 Develop games for iOS and Android using Cocos2d with the aid of over 70 step by step recipes About This Book Learn to efficiently use Cocos2d to develop cross platform games and have them work on iOS as well as Android Get acquainted with industry wide professional tools such as Glyph Designer Texture Packer and Physics Editor as well as using the Swift Sprite builder implementation of Cocos2d Use the easy to follow recipes to develop as well as deploy games to the Playstore and the App Store Who This Book Is For This book is for intermediate game developers and especially the ones who are generally curious to find out what s new in Cocos2d v 3 3 What You Will Learn Build custom sprites with custom animations for the game Build interactivity into your game by adding gestures and touch interactions Understand AI enemy programming and path finding to make games more exciting Add physics to your game to make it more lively and interactive Get familiar with the Swift and Sprite builder implementations along with Objective C programming Perform hassle free deployment of games built in iOS onto Android Add effects and particle systems to make the game more colorful In Detail Cocos2d is the world s leading game development framework for developing iOS games With the introduction of Swift and Spritebuilder it has become easier than ever to develop the games of your dreams without much effort With Cocos2d you can also deploy the game on Android thereby maximizing profit and reducing development and porting costs The book starts off with a detailed look at how to implement sprites and animations into your game to make it livelier You will then learn to add scenes to the game such as the gameplay scene and options scene and create menus and buttons in these scenes as well as creating transitions between them From there on you will get an understanding of how to program user interactions such as tapping holding and swiping You ll then add accelerometer inputs and physics to the scene and make objects respond back to the inputs A game is practically incomplete without audio being added so this will be covered next The next section will include ways to add Artificial Intelligence to enemies in the game allowing them to patrol chase and shoot in a projectile manner You will then learn to use UserDefaults to save and load game progress and create and access files using JSON Plist and XML files for custom storage and retrieval of data Then you will learn to add dynamic lighting to your game and will use industry wide tools such as Texture Packer Glyph Designer Physics Editor Particle Designer and Sprite Illuminator to create more visually appealing and performance optimized games Towards the end of the book we dive into Apple s latest programming language Swift highlighting the major differences between Objective C and Swift The book culminates with taking your existing game

developed for iOS and porting it to Android showing you how to install the Android Xcode plugin as well Style and approach The book is written in an extremely lucid and step by step manner it can be understood easily by anyone The topics included are broken down into individual chapters so you can refer to the specific chapter to get answers on the subject you are interested in *Android 9 Development Cookbook* Rick Boyer,2018-10-19 Build feature rich reliable Android Pie apps with the help of more than 100 proven industry standard recipes and strategies Key FeaturesUncover the latest features in Android 9 Pie to make your applications stand outDevelop Android Pie applications with the latest mobile technologies from set up to securityGet up to speed with Android Studio 3 and its impressive new featuresBook Description The Android OS has the largest installation base of any operating system in the world There has never been a better time to learn Android development to write your own applications or to make your own contributions to the open source community With this extensively updated cookbook you ll find solutions for working with the user interfaces multitouch gestures location awareness web services and device features such as the phone camera and accelerometer You also get useful steps on packaging your app for the Android Market Each recipe provides a clear solution and sample code you can use in your project from the outset Whether you are writing your first app or your hundredth this is a book that you will come back to time and time again with its many tips and tricks on the rich features of Android Pie What you will learnDevelop applications using the latest Android framework while maintaining backward compatibility with the support libraryCreate engaging applications using knowledge gained from recipes on graphics animations and multimediaWork through succinct steps on specifics that will help you complete your project fasterAdd location awareness to your own app with examples using the latest Google Play services APIUtilize Google Speech Recognition APIs for your appWho this book is for If you are new to Android development and want to take a hands on approach to learning the framework or if you are an experienced developer in need of clear working code to solve the many challenges in Android development you will benefit from this book Either way this is a resource you ll want to keep on your desk as a quick reference to help you solve new problems as you tackle more challenging projects *Game Development Patterns and Best Practices* John P. Doran,Matt Casanova,2017-04-27 Utilize proven solutions to solve common problems in game development About This Book Untangle your game development workflow make cleaner code and create structurally solid games Implement key programming patterns that will enable you to make efficient AI and remove duplication Optimize your game using memory management techniques Who This Book Is For If you are a game developer who wants to solve commonly encountered issues or have some way to communicate to other developers in a standardized format then this book is for you Knowledge of basic game programming principles and C programming is assumed What You Will Learn Learn what design patterns are and why you would want to use them Reduce the maintenance burden with well tested cleaner code Employ the singleton pattern effectively to reduce your compiler workload Use the factory pattern to help you create different objects with the same

creation logic and reduce coding time Improve game performance with Object Pools Allow game play to interact with physics or graphics in an abstract way Refactor your code to remove common code smells In Detail You ve learned how to program and you ve probably created some simple games at some point but now you want to build larger projects and find out how to resolve your problems So instead of a coder you might now want to think like a game developer or software engineer To organize your code well you need certain tools to do so and that s what this book is all about You will learn techniques to code quickly and correctly while ensuring your code is modular and easily understandable To begin we will start with the core game programming patterns but not the usual way We will take the use case strategy with this book We will take an AAA standard game and show you the hurdles at multiple stages of development Similarly various use cases are used to showcase other patterns such as the adapter pattern prototype pattern flyweight pattern and observer pattern Lastly we ll go over some tips and tricks on how to refactor your code to remove common code smells and make it easier for others to work with you By the end of the book you will be proficient in using the most popular and frequently used patterns with the best practices Style and approach This book takes a step by step real life case studies approach Every pattern is first explained using a bottleneck We will show you a problem in your everyday workflow and then introduce you to the pattern and show you how the pattern will resolve the situation

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