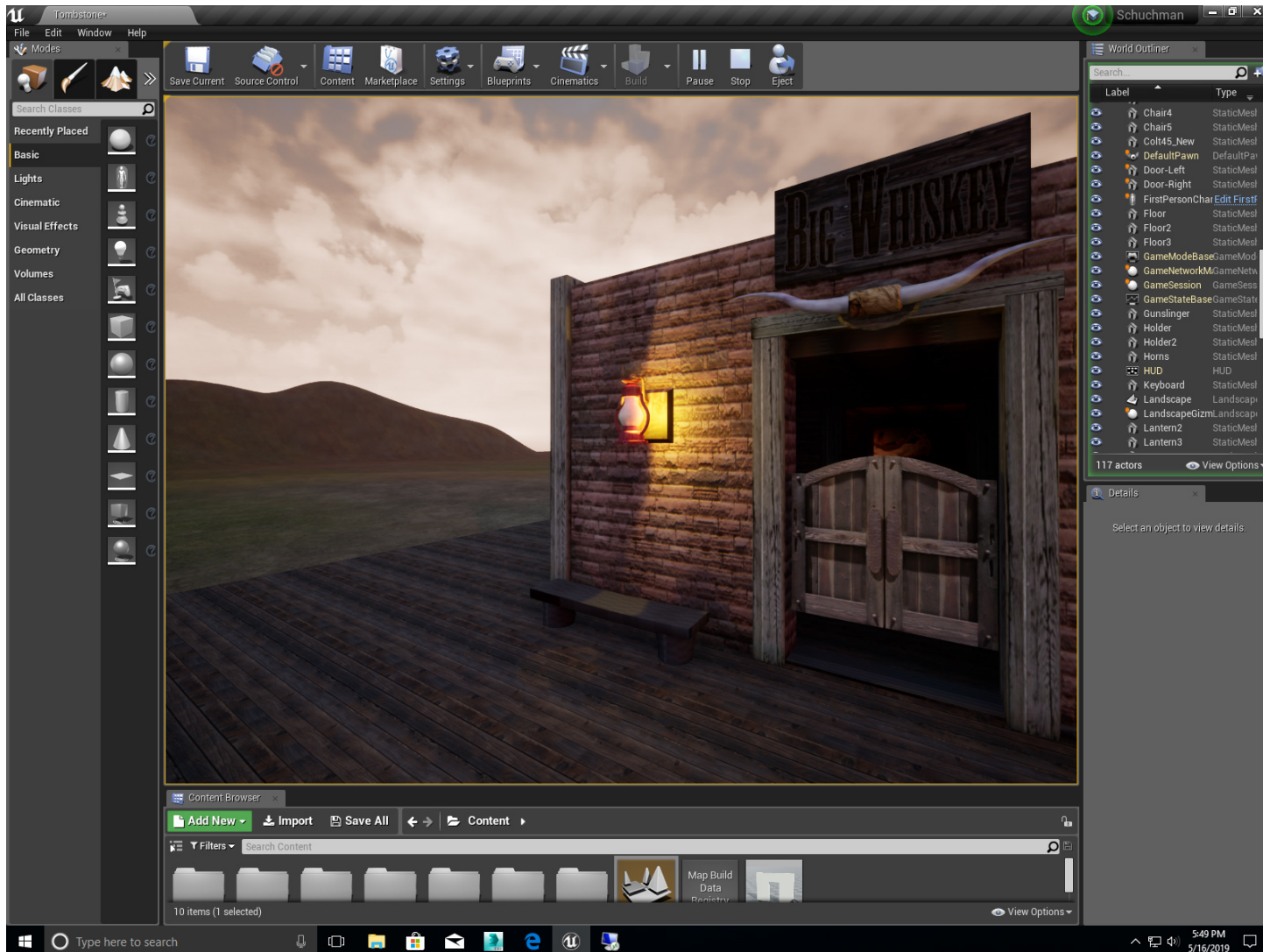


Presenting your game is important. You'll use PhotoShop to make a background image, game title and a start button.

1. Open your game and enlarge the perspective port, start your game.

2. Play to a point in the game with an interesting image.

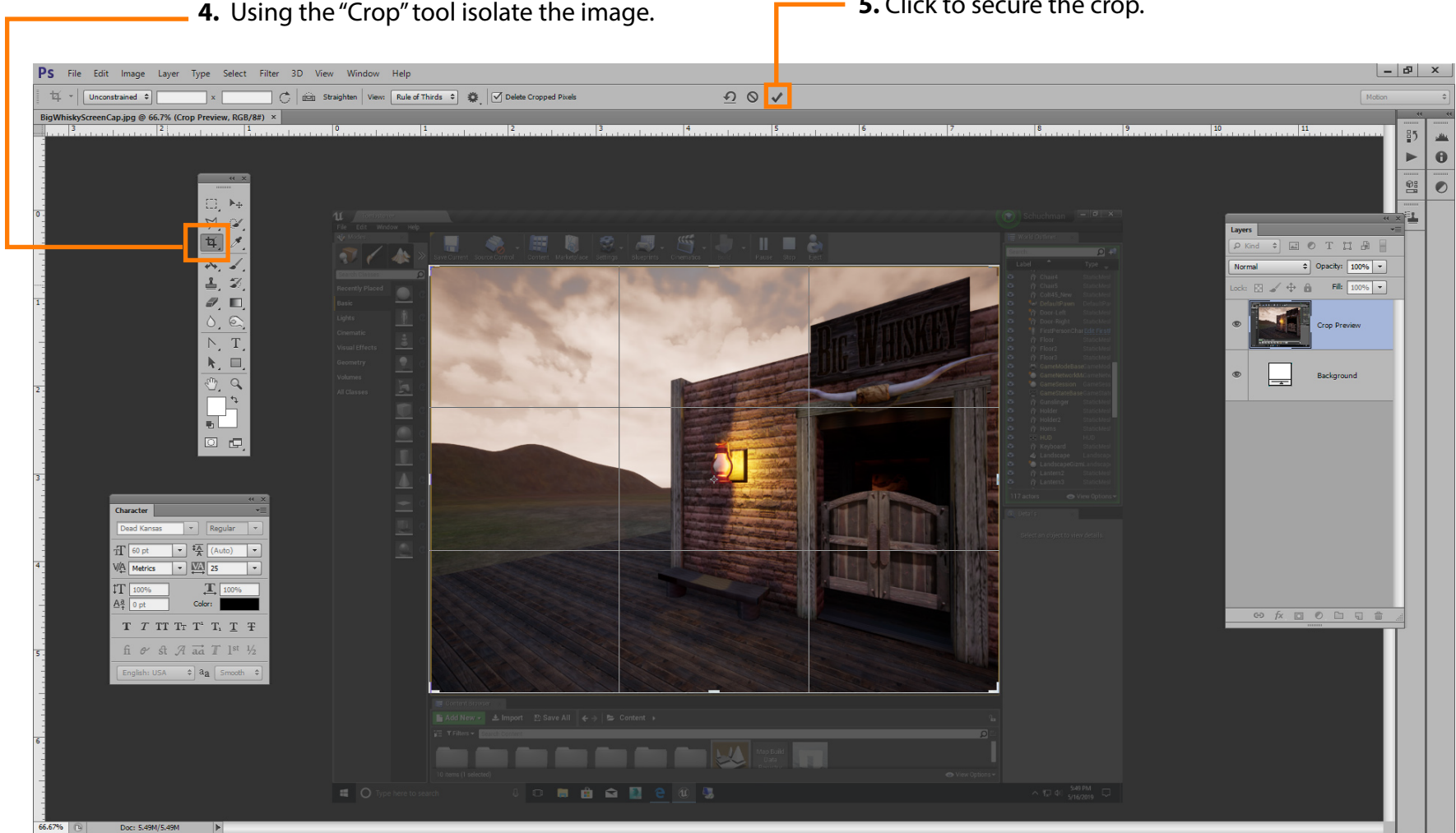


3. Press the "Print Screen" button on your keyboard. Doing this will create copy of the screen that you can open in PhotoShop.

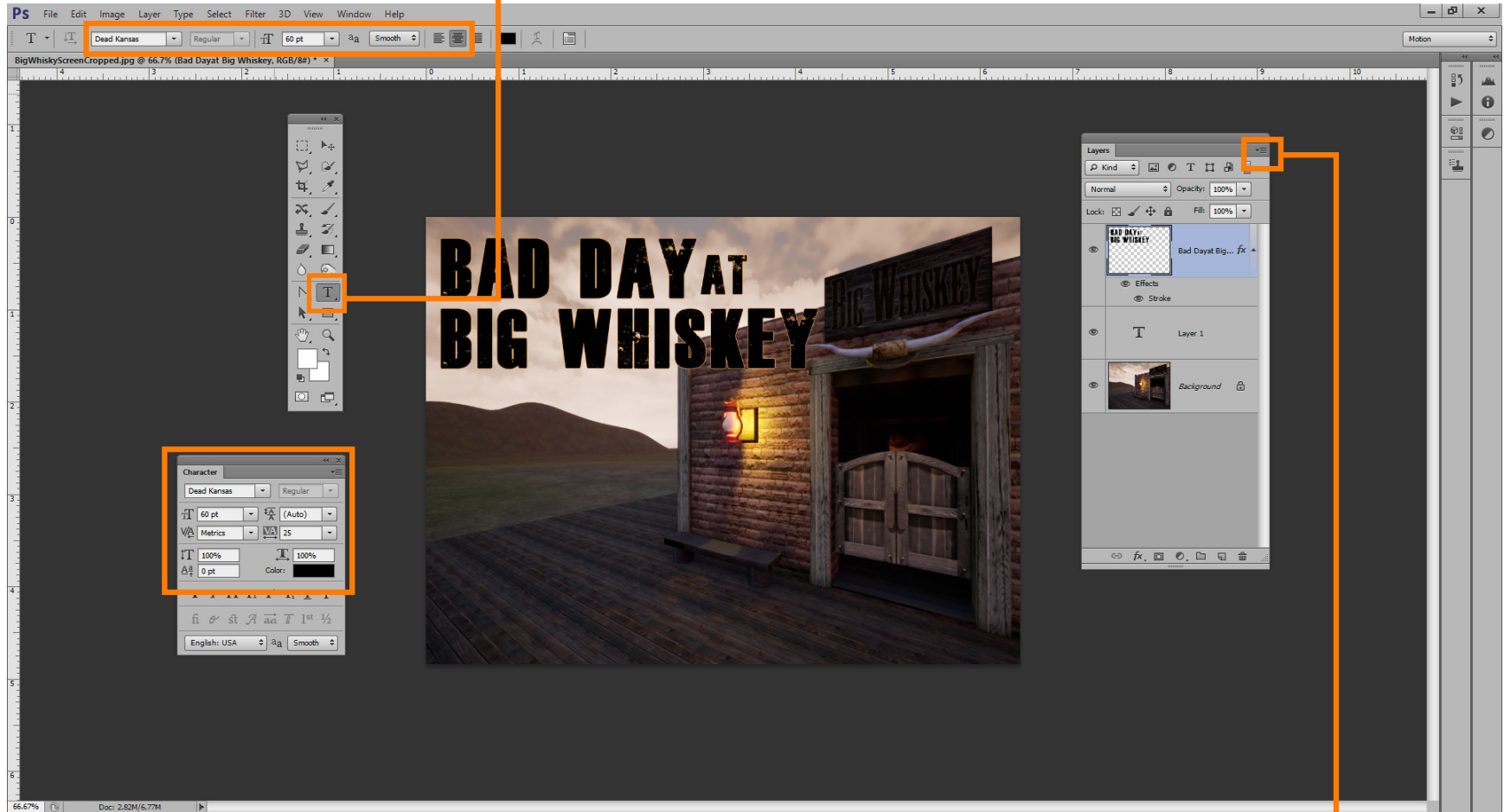
Open Adobe PhotoShop, Click File-New, then Edit-Paste.

4. Using the "Crop" tool isolate the image.

5. Click to secure the crop.

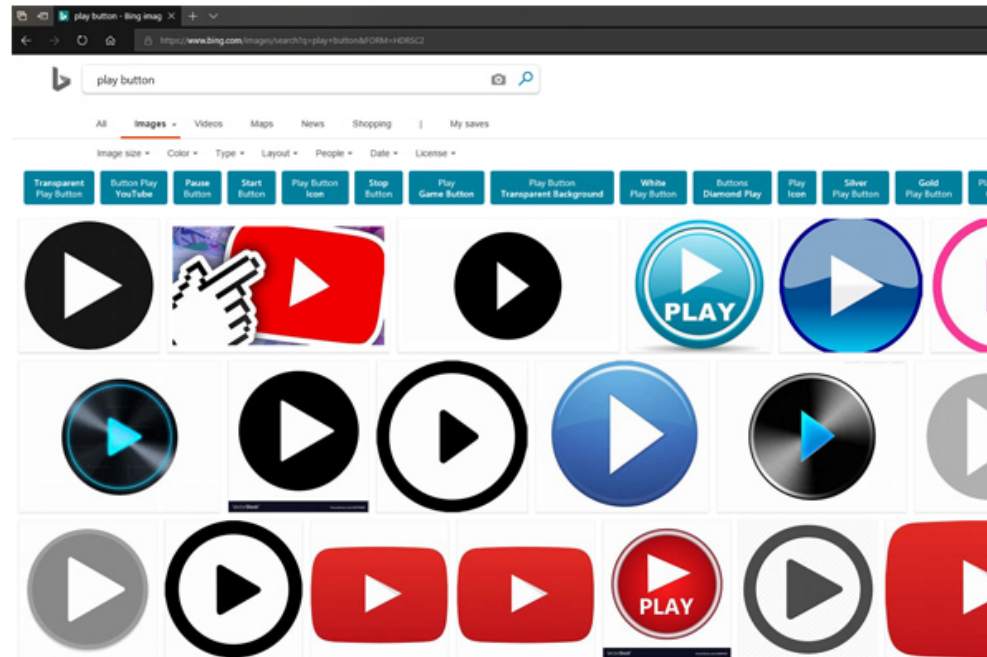


6. Select the ""Text" tool and place the name of your game.



7. Flatten the artwork and save as a JPEG.

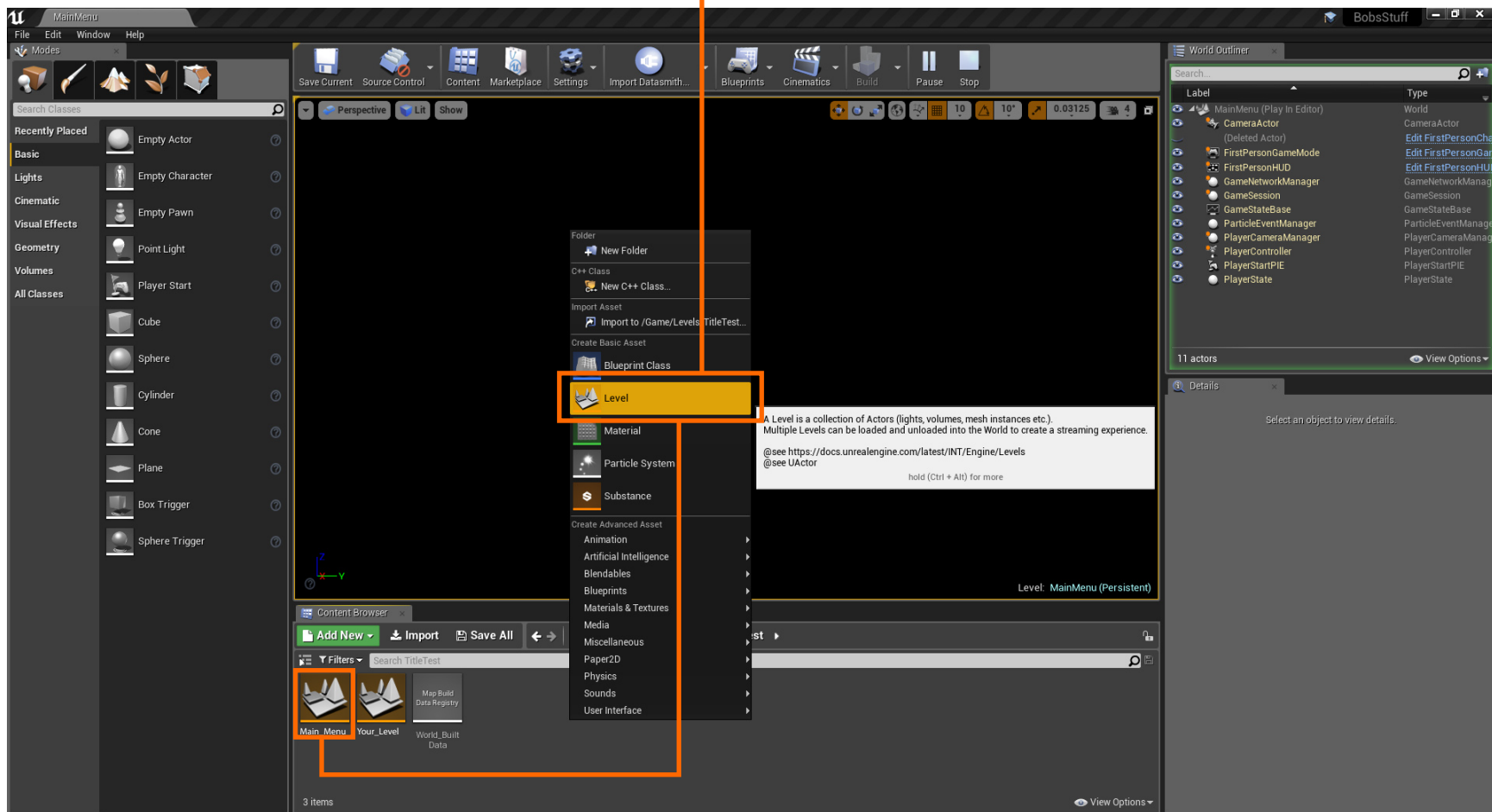
Now you'll need a PLAY button. Go on Google type in PLAY Button and select and save a button.



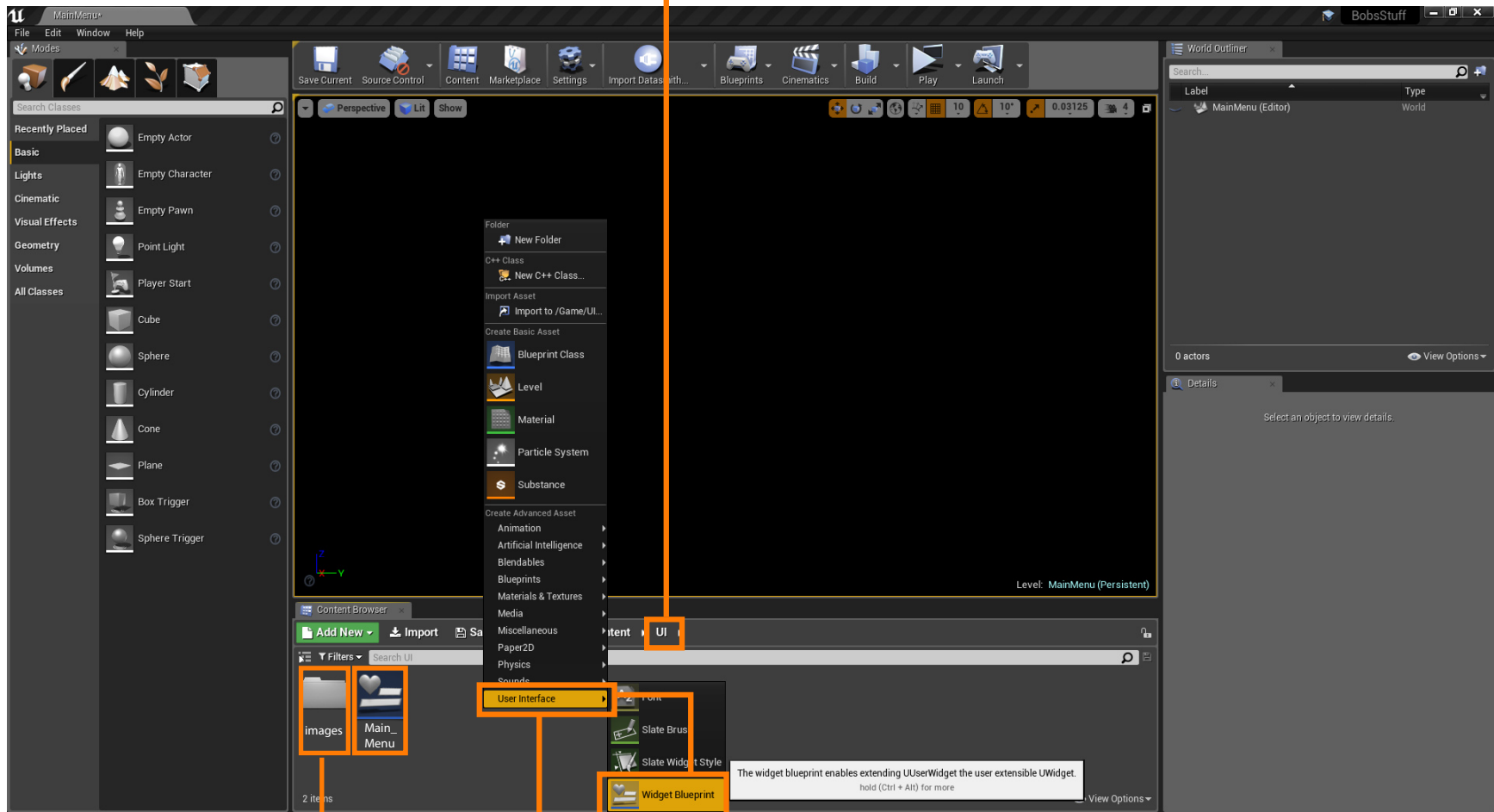
Open Unreal 4 and go the folder where you store your level

8. Create new level and name it Main_Menu

NOTE: The new Main_Menu level needs to be in the same folder as your level.



8. Make a new folder in Content and label it UI (for User Interface)



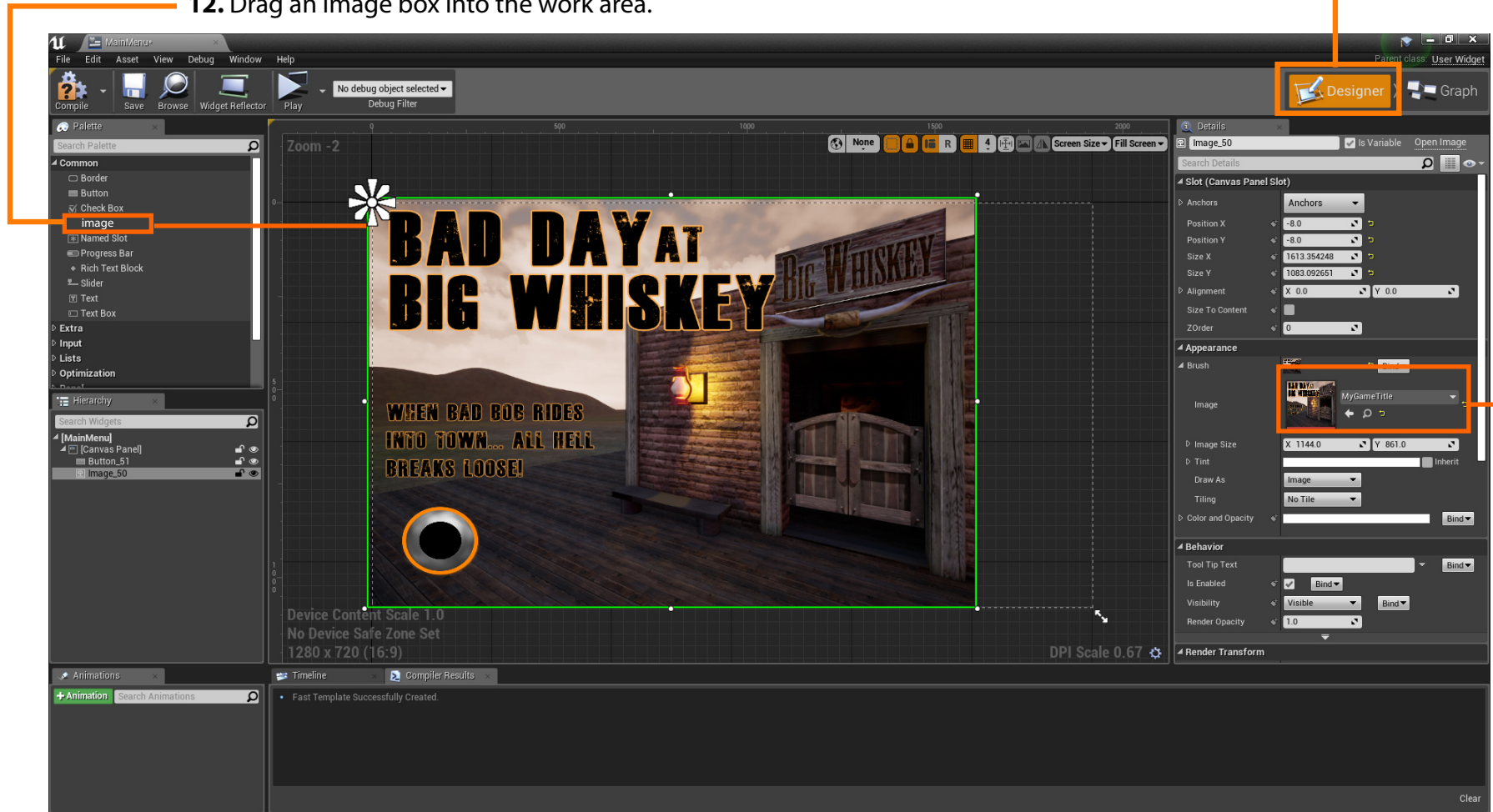
9. In the UI folder make another and label it images. Import your title image and your button image.

10. Right click and create a new Widget Blueprint

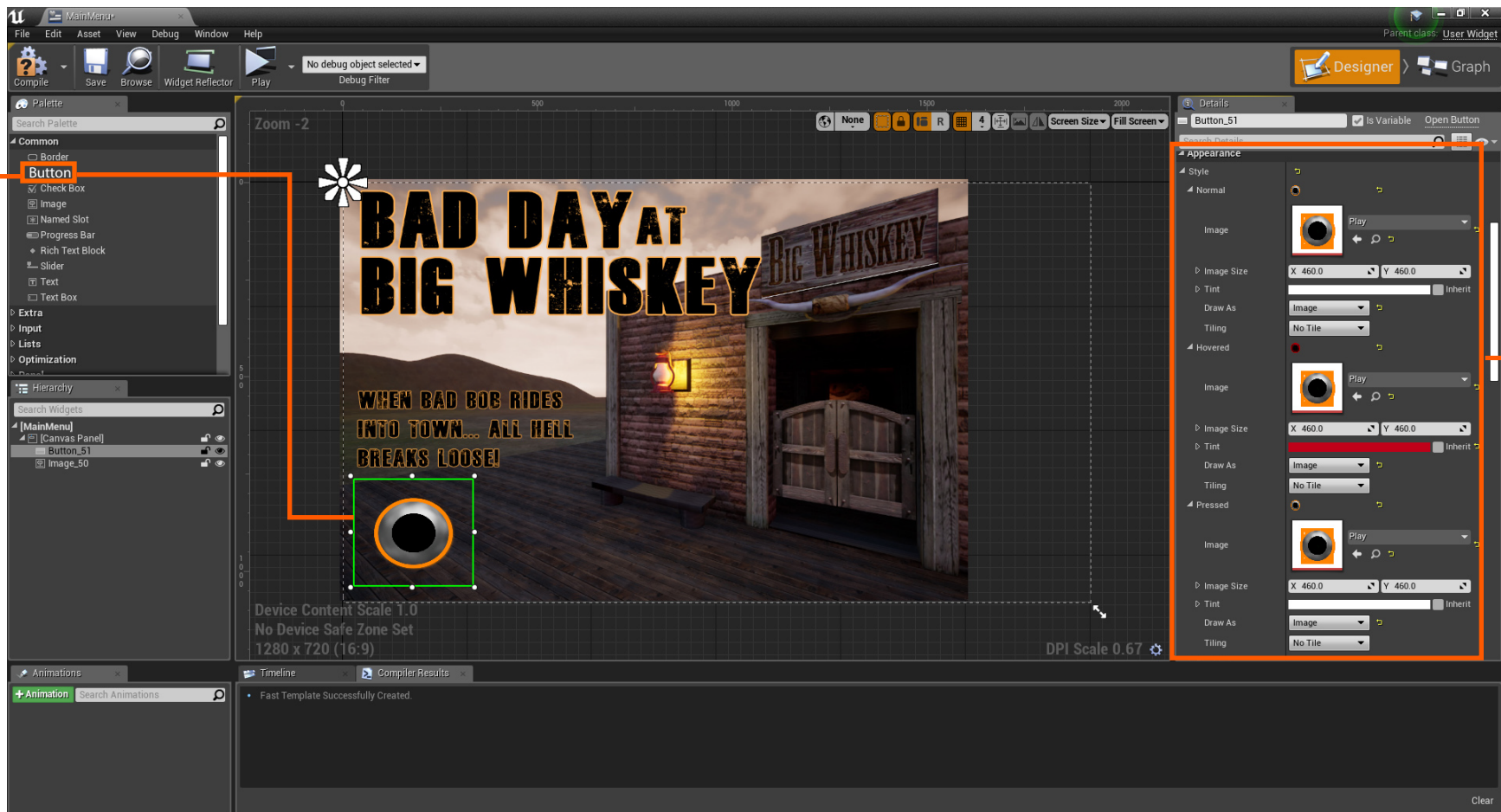
13. Place your image into the image box

11. Double click and open the Widget in Designer mode

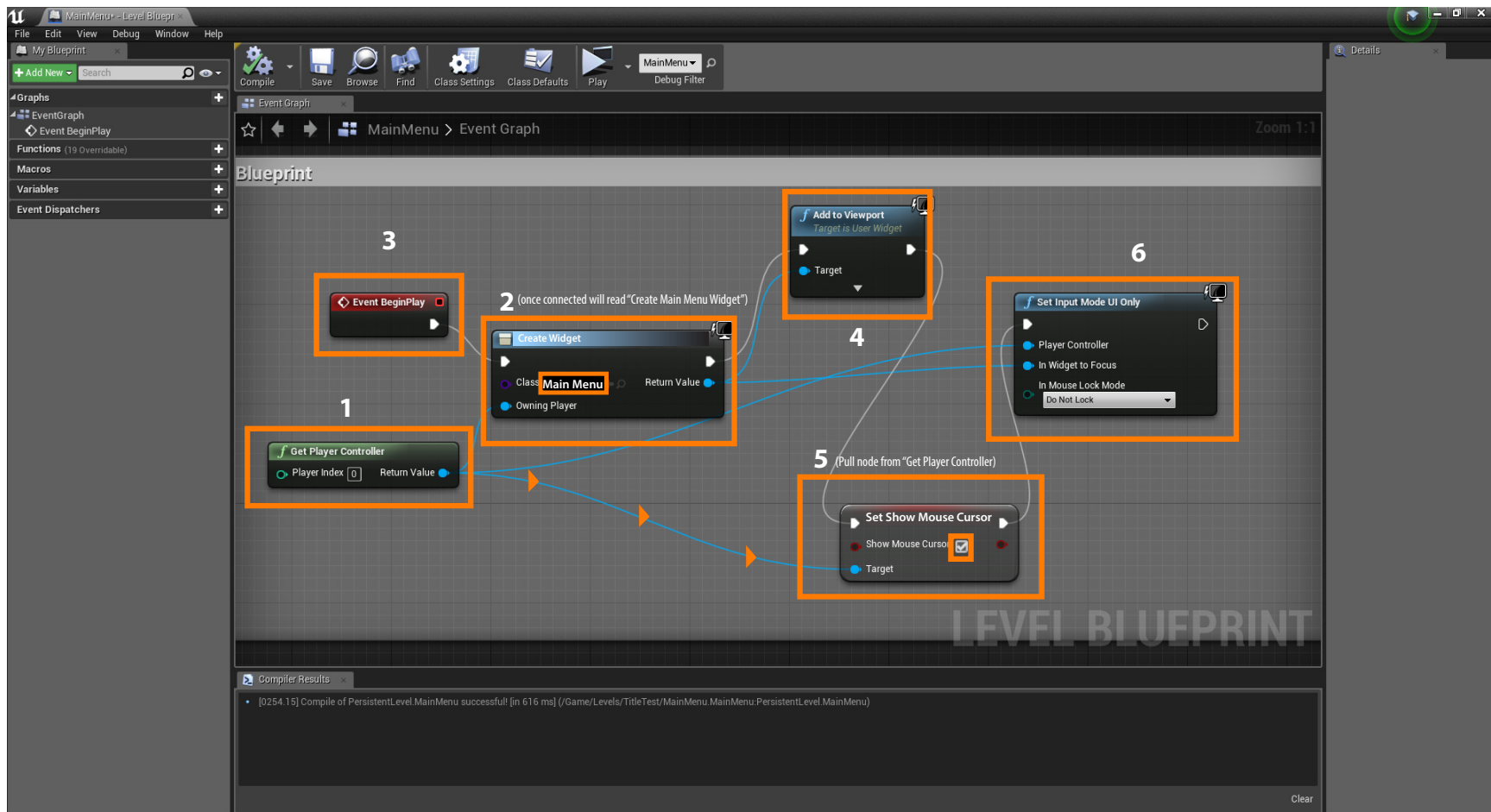
12. Drag an image box into the work area.



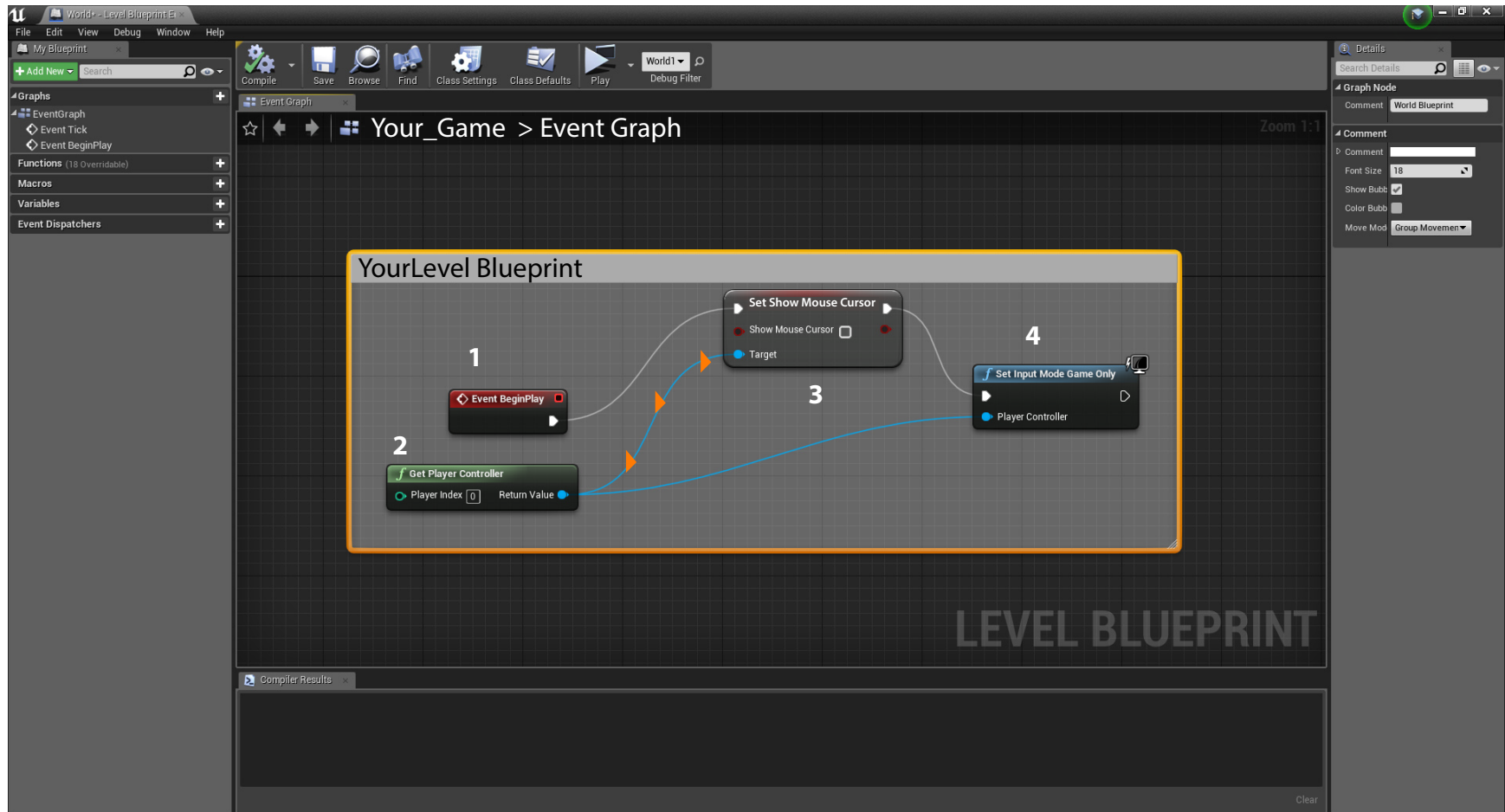
14. Drag a Button Box into the work area and set as indicated



Select the MainMenu level and open a new Blueprint.
Create the nodes and connections as shown.

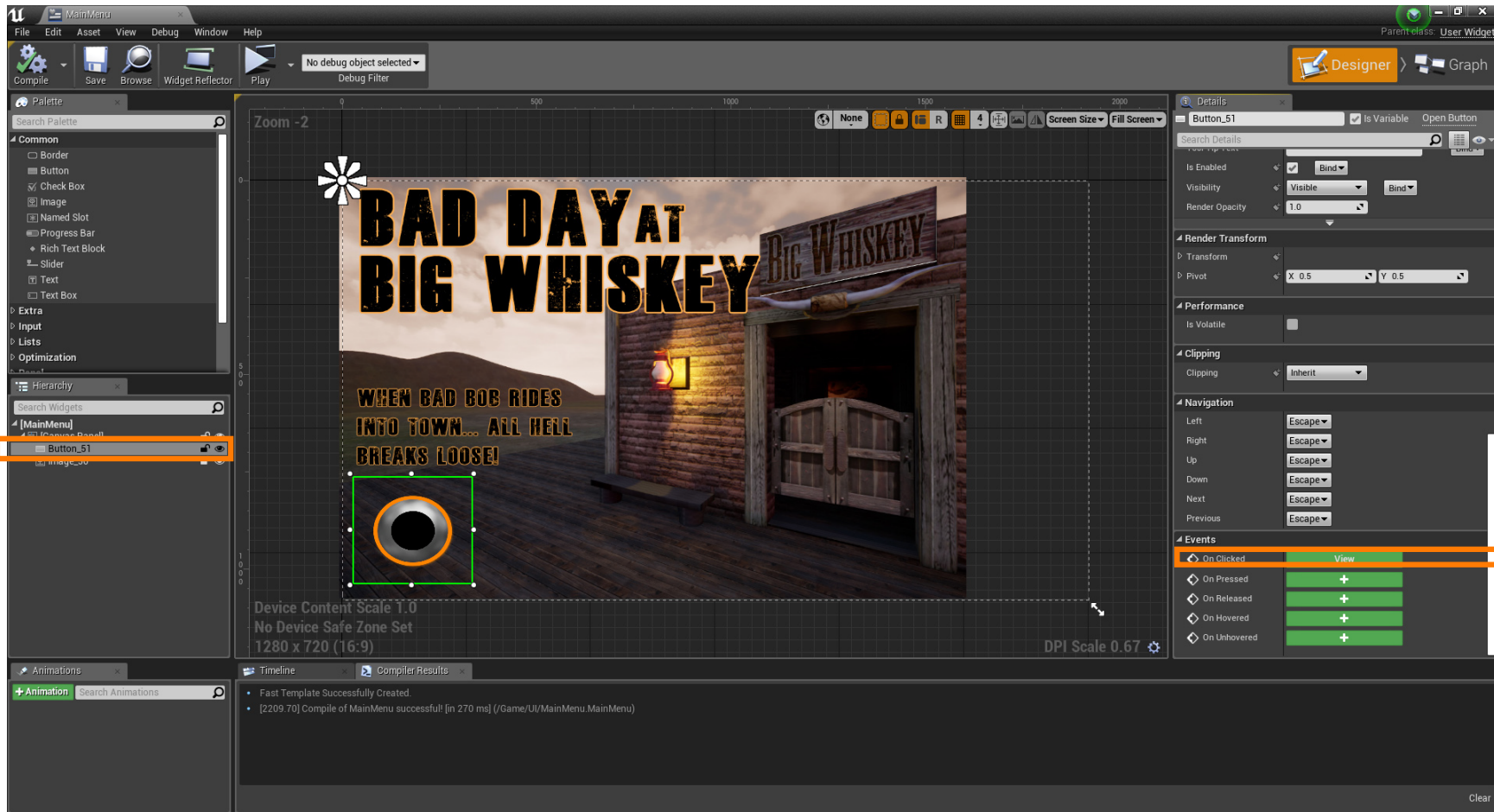


15. Select your level and open its Blueprint. Create the indicated nodes and connections. Compile/Save

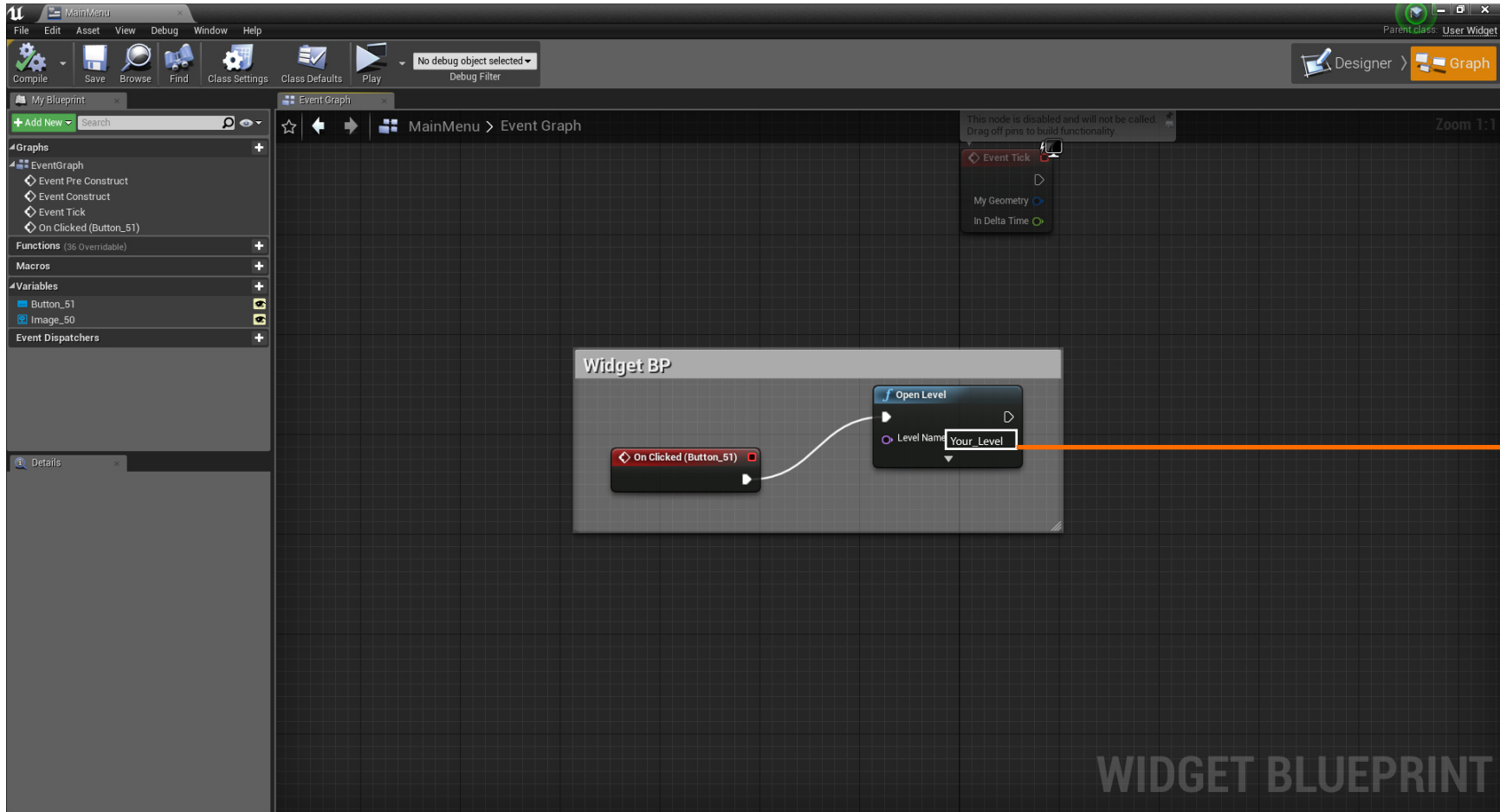


Reopen the MainMenu Widget

16. Select your play button and click the first Event box



17. In the Event Graph create the indicated nodes and connections- **MAKE SURE YOU TYPE THE EXACT NAME OF YOUR LEVEL**



Compile/Save

Play the Main_Menu. When you click the button it should take you to level

