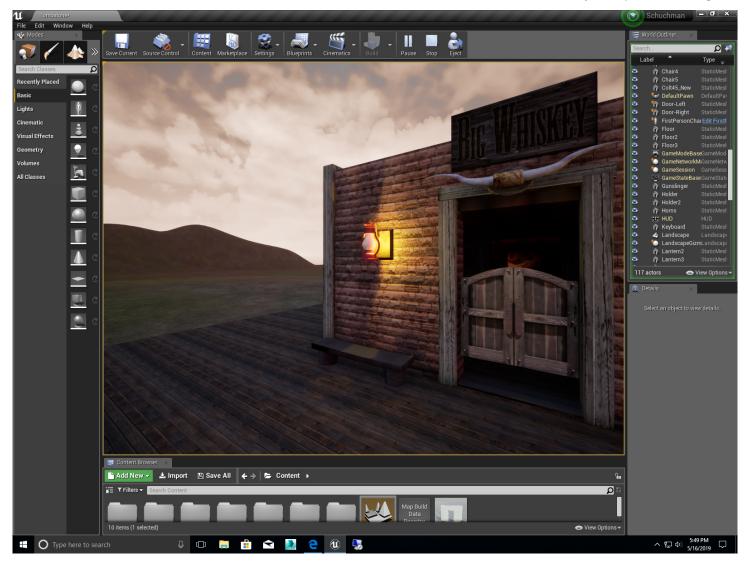
Page 1

**Career Technical Education Socal ROC** Presenting your game is important. You'll use PhotoShop to make a background image, game title and a start button.

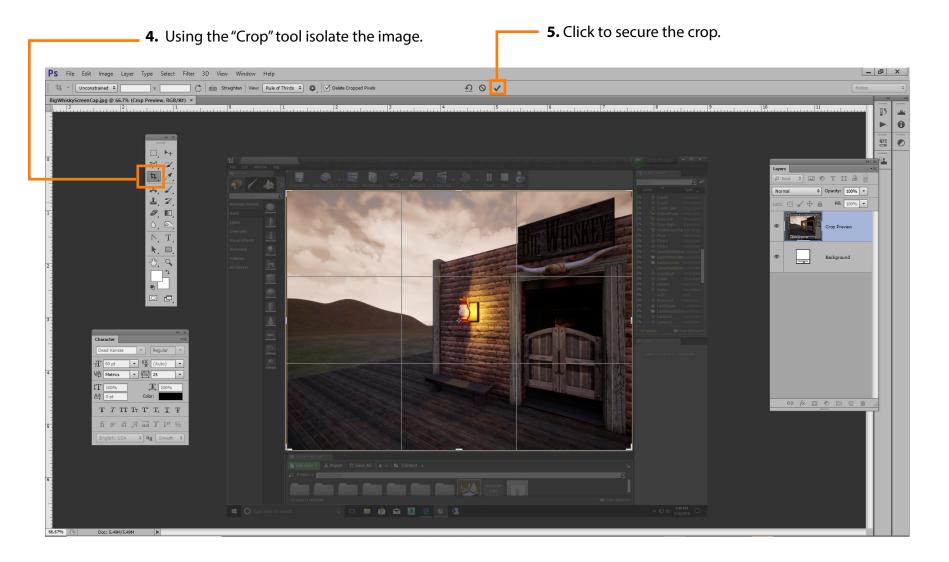
**1.** Open your game and enlarge the perspective port, start your game.



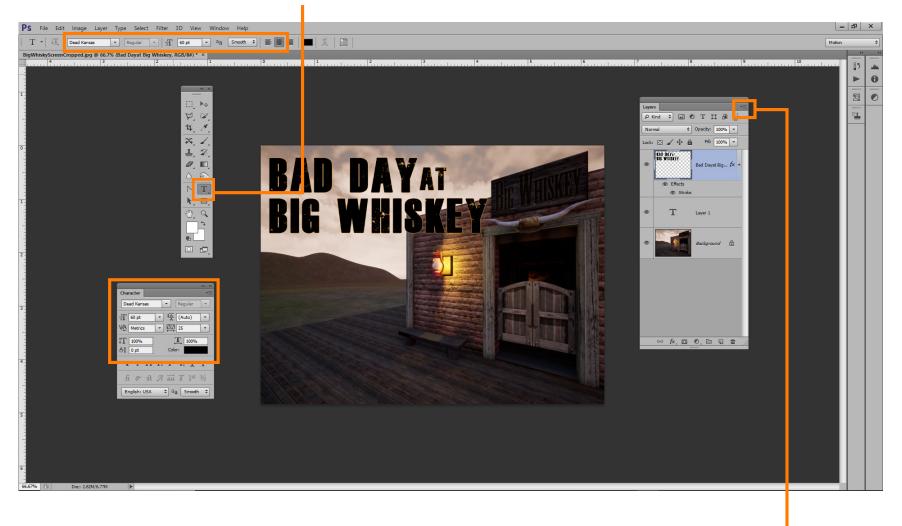
**2.** Play to a point in the game with an interesting image.

**3.** Press the "Print Screen"button on your keyboard.Doing this will create copyof the screen that youcan open in PhotoShop.

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



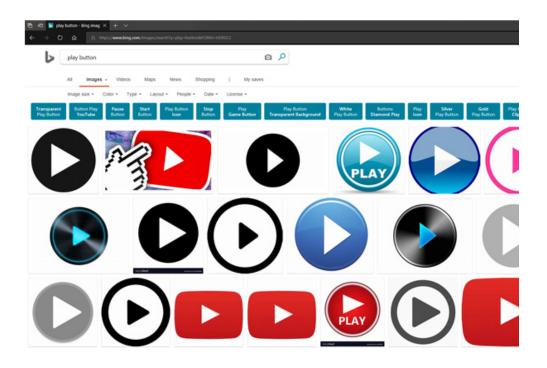
6. Select the ""Text" tool and place the name of your game.



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

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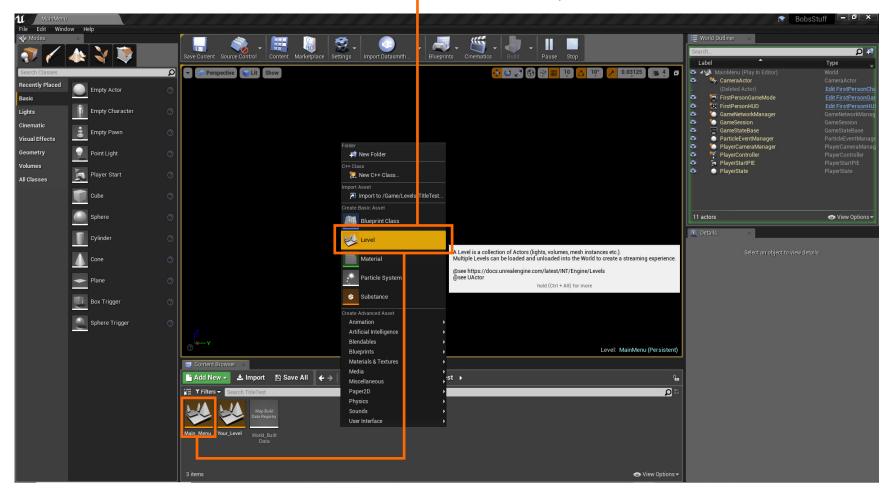


# Open Unreal 4 and go the folder where you store your level

8. Create new level and name it Main\_Menu

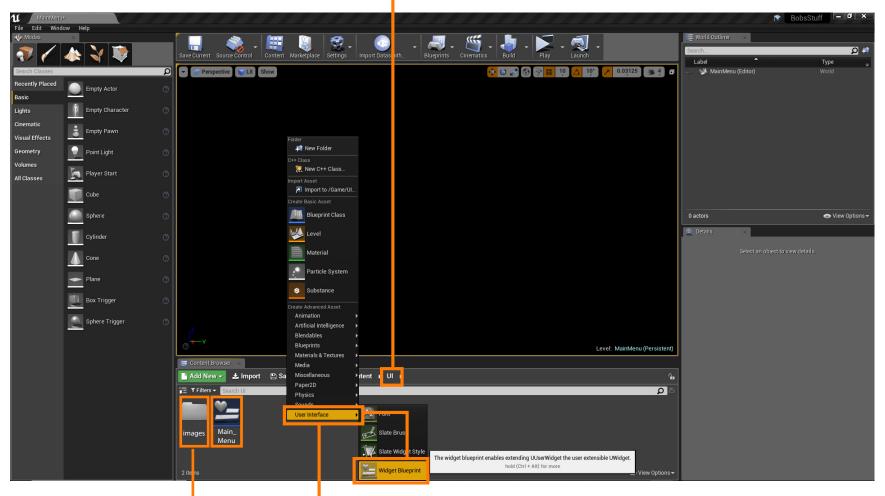
SoCal ROC

NOTE: The new Main\_Menu level needs to be in the same folder as your level.



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

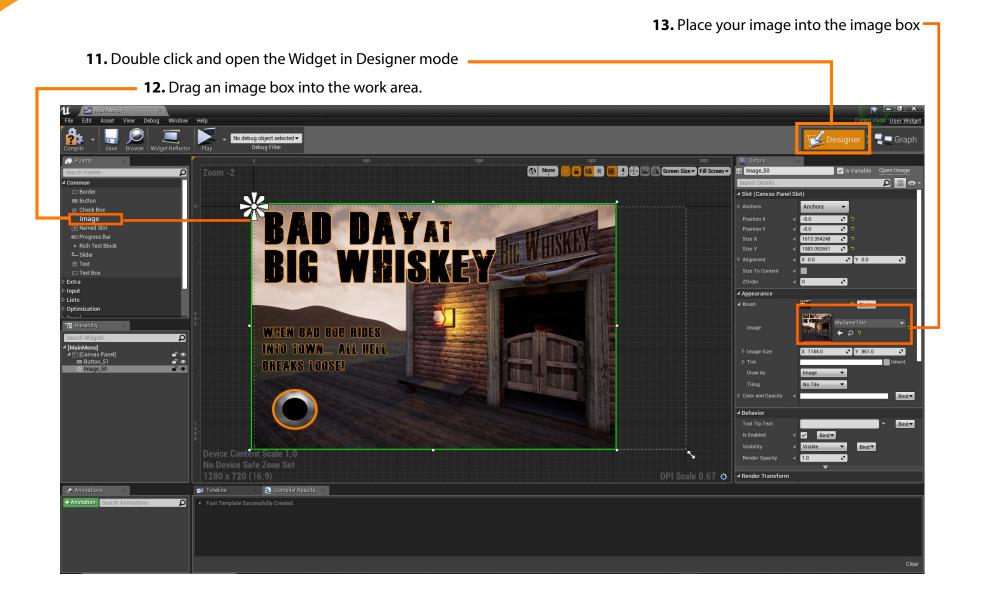


**9.** In the UI folder make another and label it images. Import your title image and your button image.

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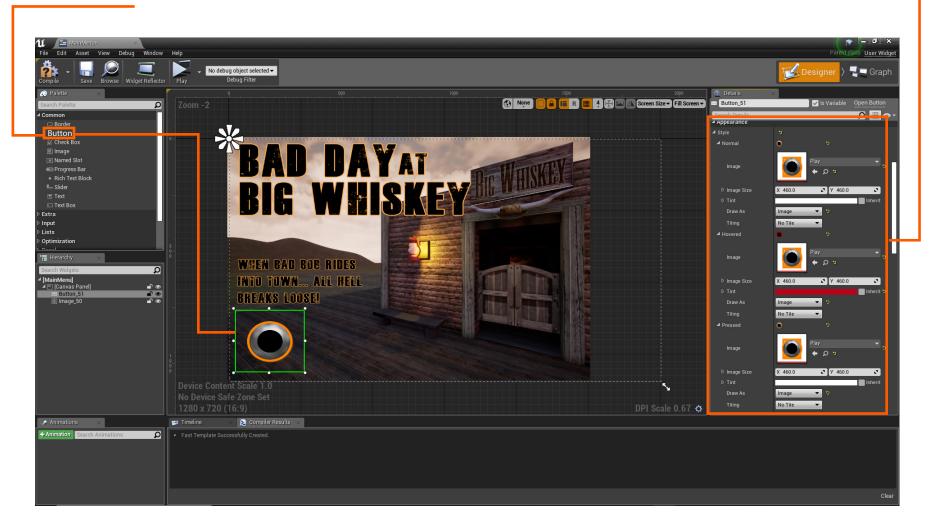
10. Right click and create a new Widget Blueprint

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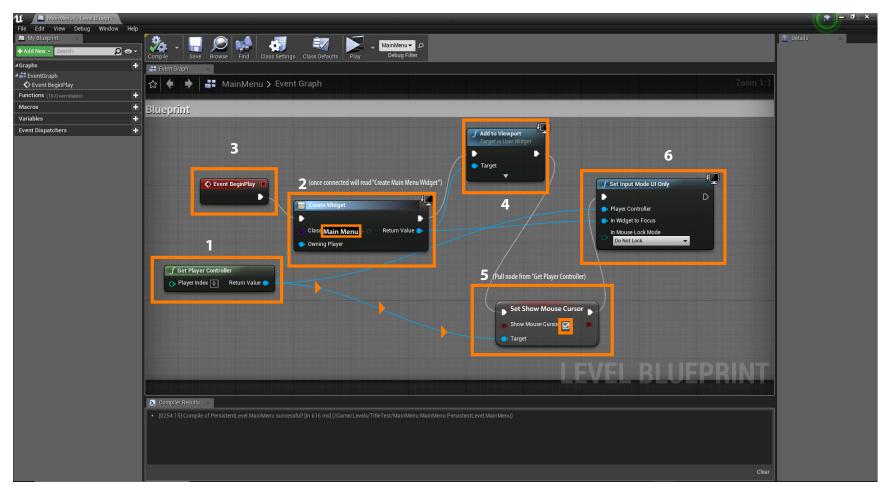
Page 8

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

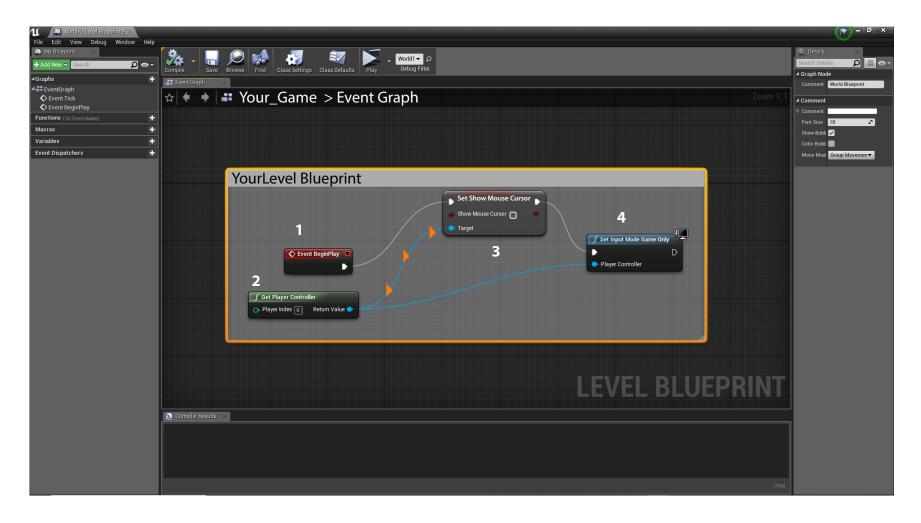


Page 9

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



Page 11

#### **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

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لا الله المعامل الله الله الله الله الله الله الله ا		Parent class. User Widget
Image: Compile     Image:	Class Defaults Play Debug Filter	Consigner > 🔫 Graph
🚢 My Blueprint 🛛 🛛	🚅 Event Graph 🛛 🛛	
+ Add New - Search 🔎 👁 -	🟠 🔶 🔶 📑 MainMenu > Event Graph	This node is disabled and will not be called. 🛔 Zoom 1:1
⊿Graphs +		Event Tick
EventGraph Event Pre Construct € Event Construct		D
Event Tick		My Geometry 💿 In Delta Time 🔿
On Clicked (Button_51)		in beta time S
Functions (36 Overridable)     +       Macros     +       «Variables     +       Button_51     C       Ce Image_50     C       Event Dispatchers     +		
Macros + <sup>4</sup> Variables +		
Button_51		
😢 Image_50		
Event Dispatchers +		
	Widget BP	
C Details ×		
		WIDGET BLUEPRINT

Compile/Save

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Play the Main\_Menu. When you click the button it should take you to level

