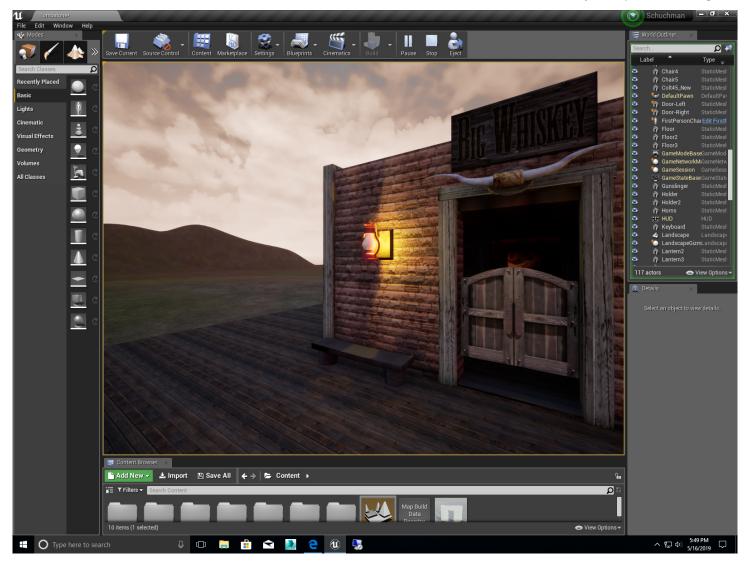
Page 1

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.

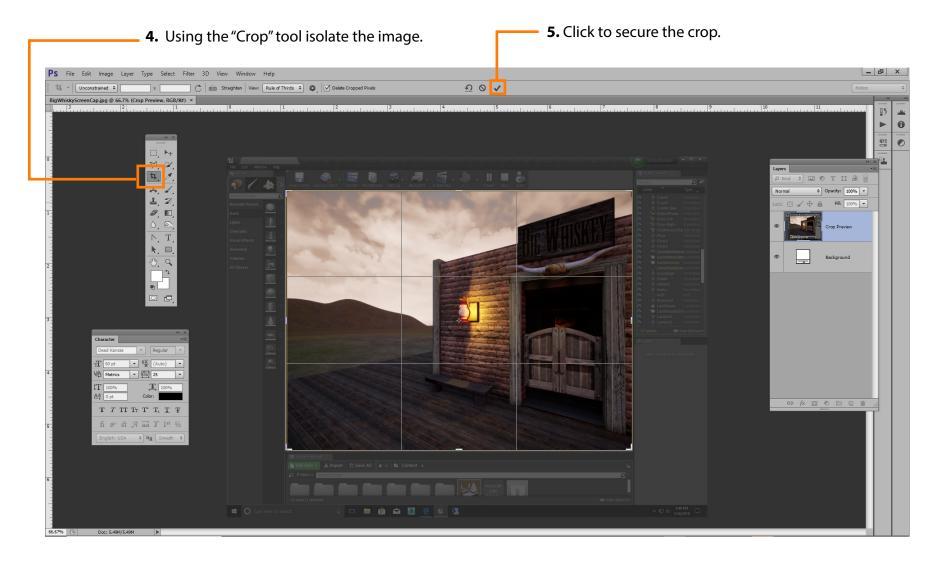
1. Open your game and enlarge the perspective port, start your game.



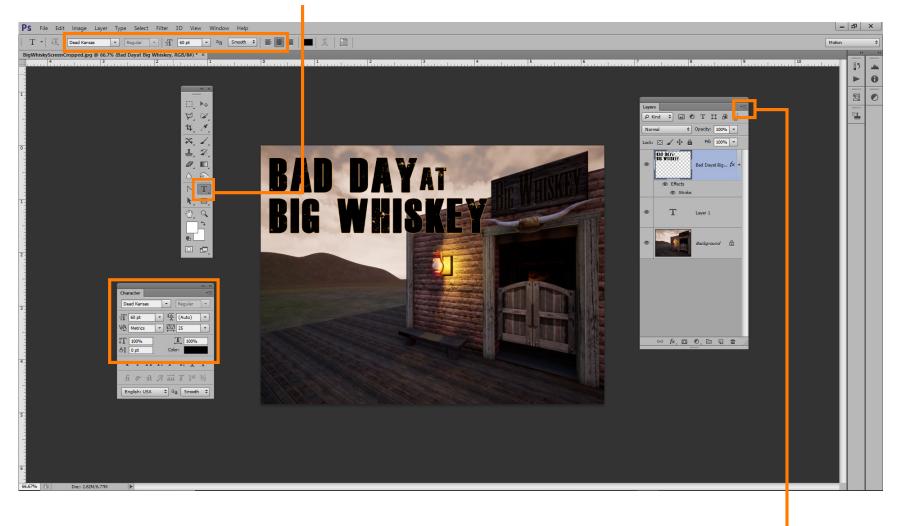
2. Play to a point in the game with an interesting image.

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.



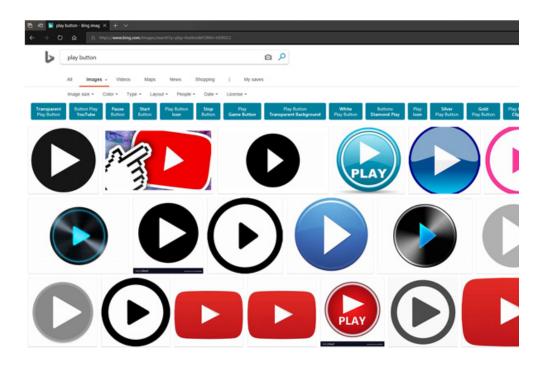
6. Select the ""Text" tool and place the name of your game.



Page 4

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

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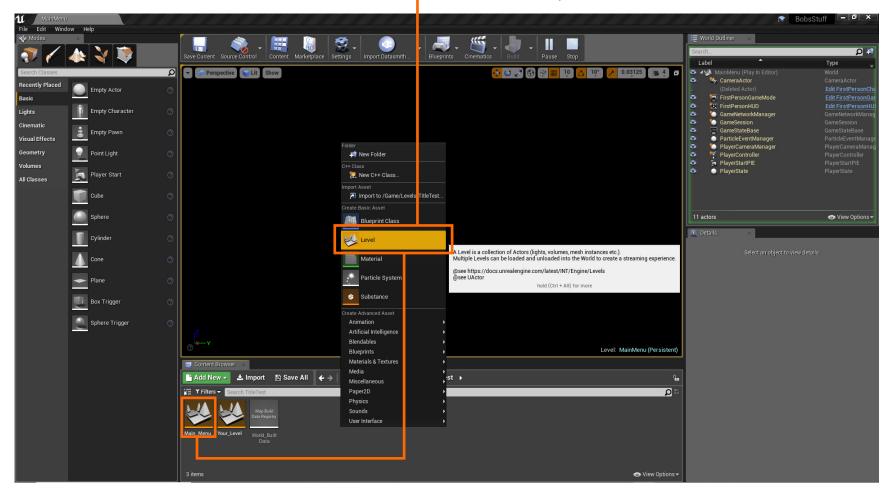


Open Unreal 4 and go the folder where you store your level

8. Create new level and name it Main_Menu

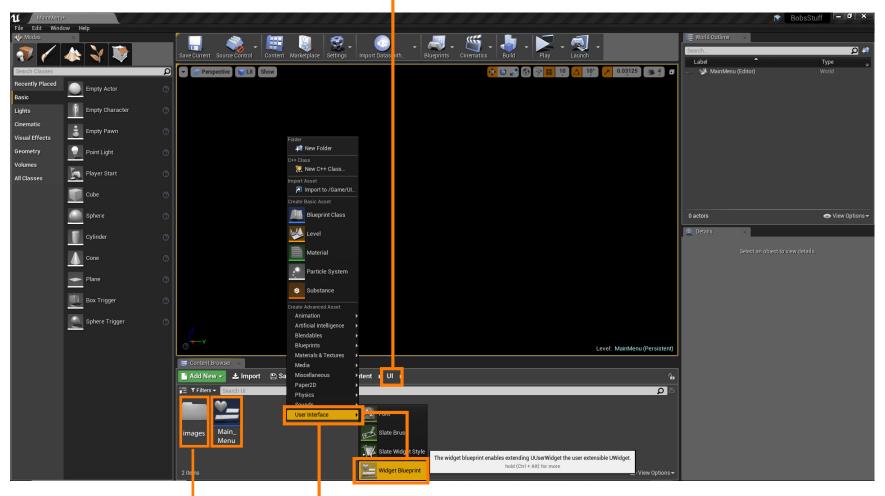
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NOTE: The new Main_Menu level needs to be in the same folder as your level.



Page 6

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

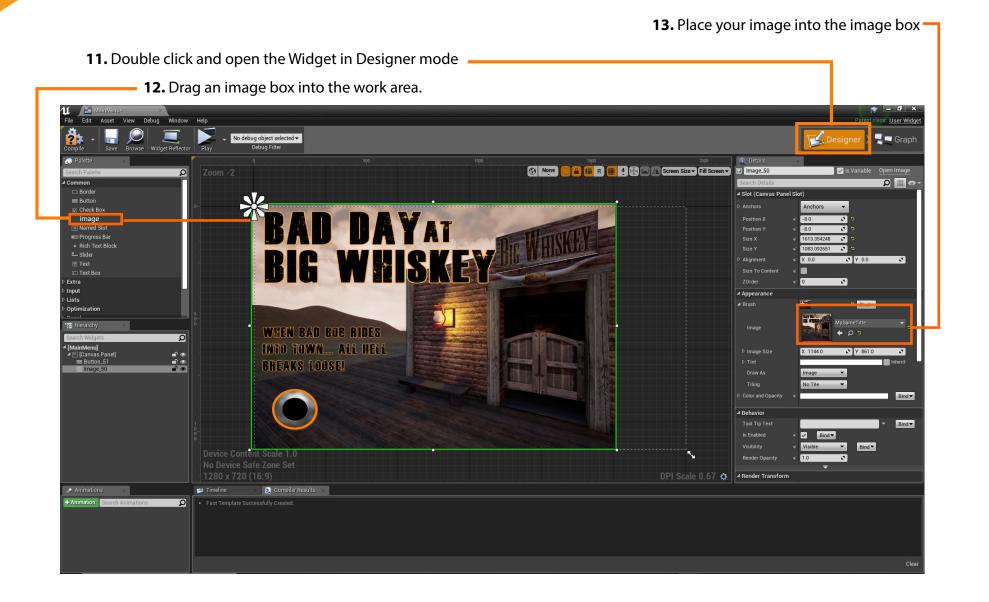


9. In the UI folder make another and label it images. Import your title image and your button image.

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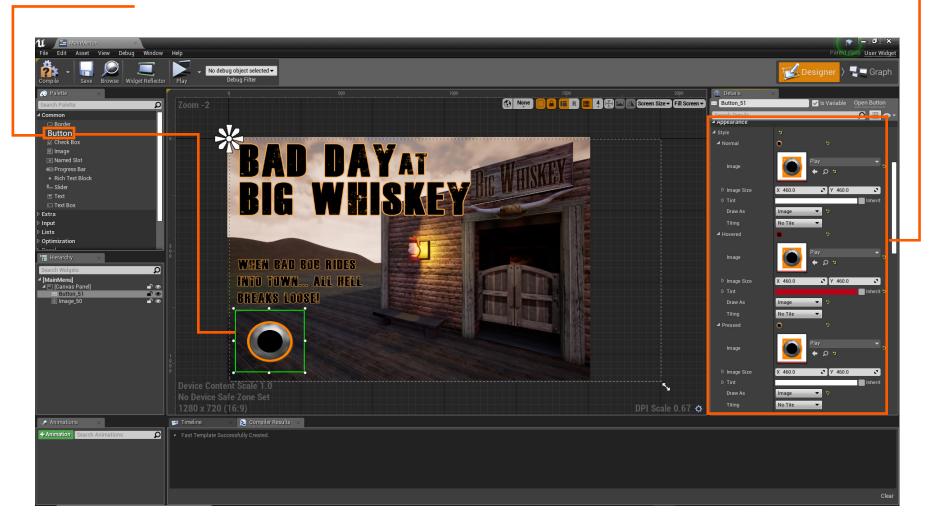
10. Right click and create a new Widget Blueprint

Page 7



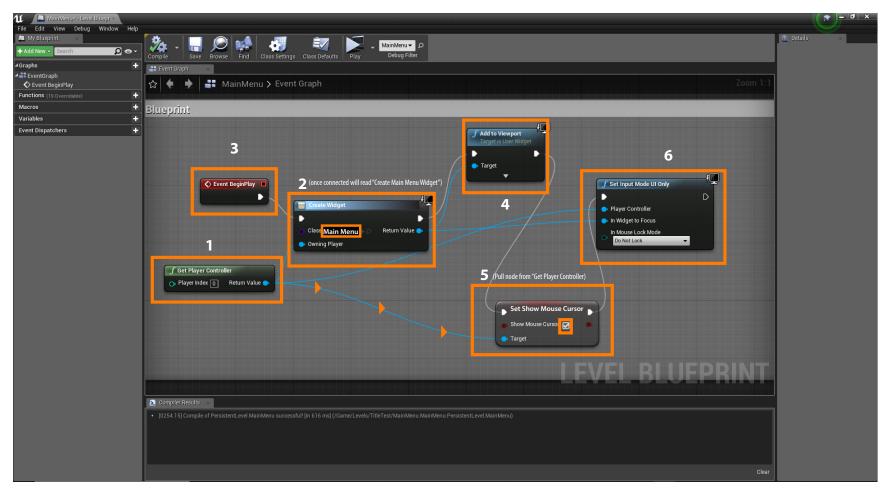
Page 8

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

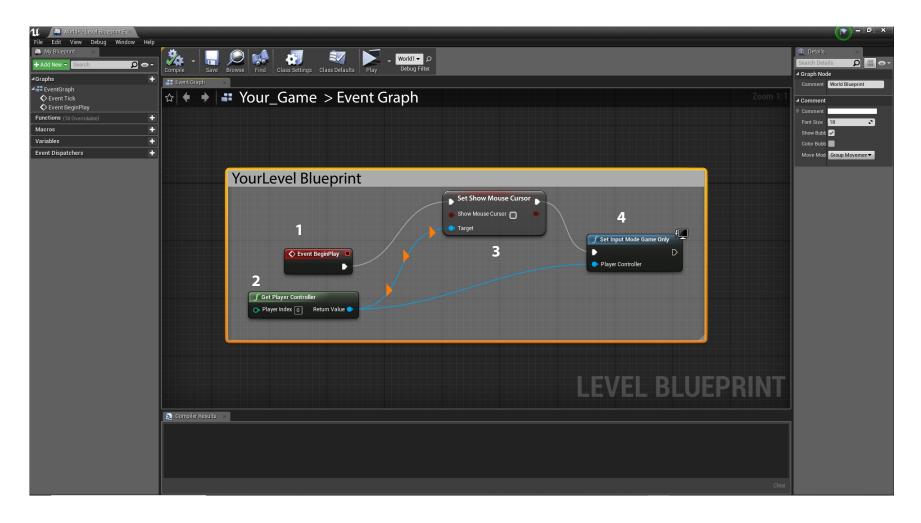


Page 9

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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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
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Macros + ⁴ Variables +		
Button_51		
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Event Dispatchers +		
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C Details ×		
		WIDGET BLUEPRINT

Compile/Save

Page 13

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

