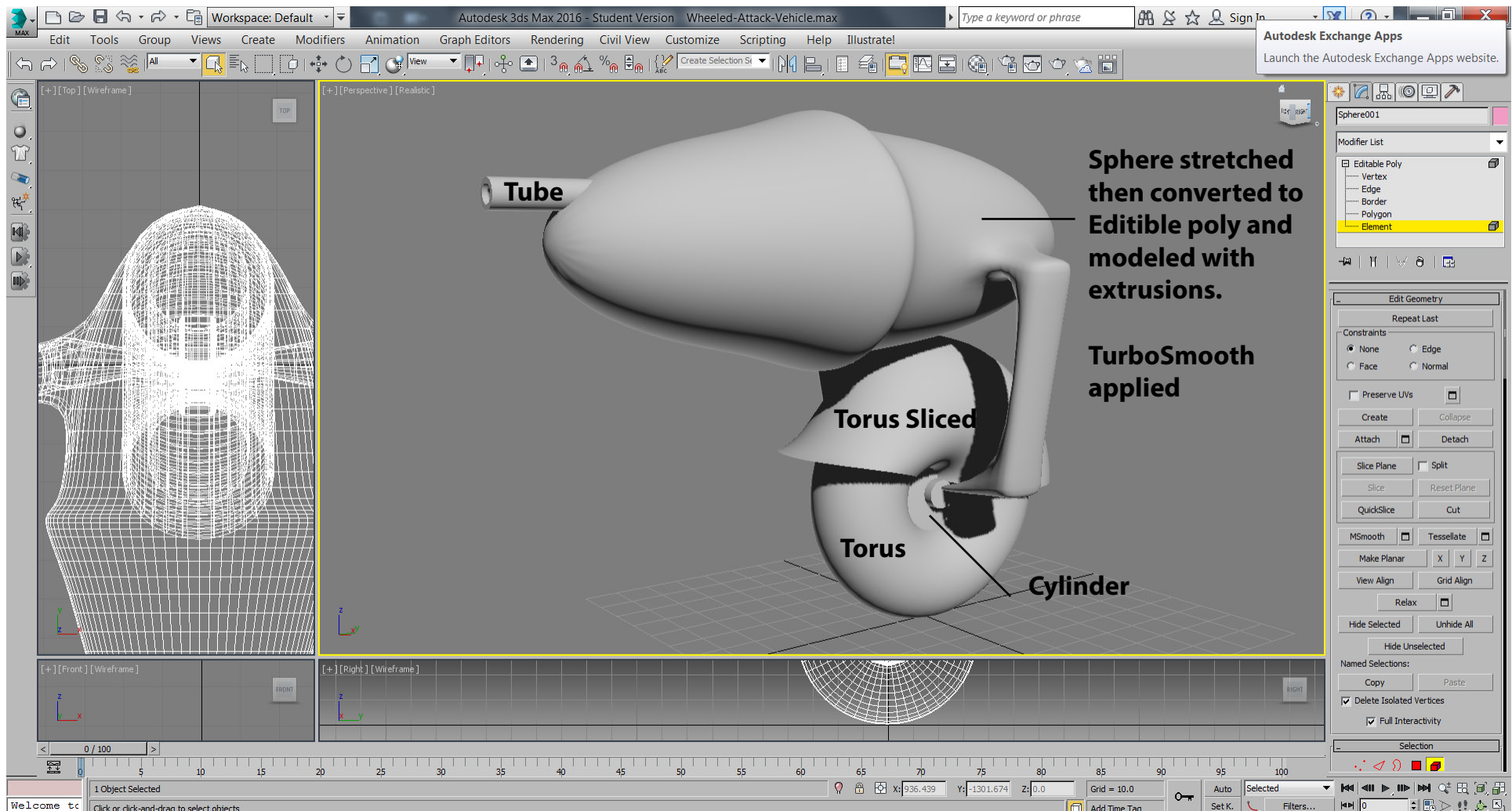


Enemy Attack

Video Games: Characters & FX

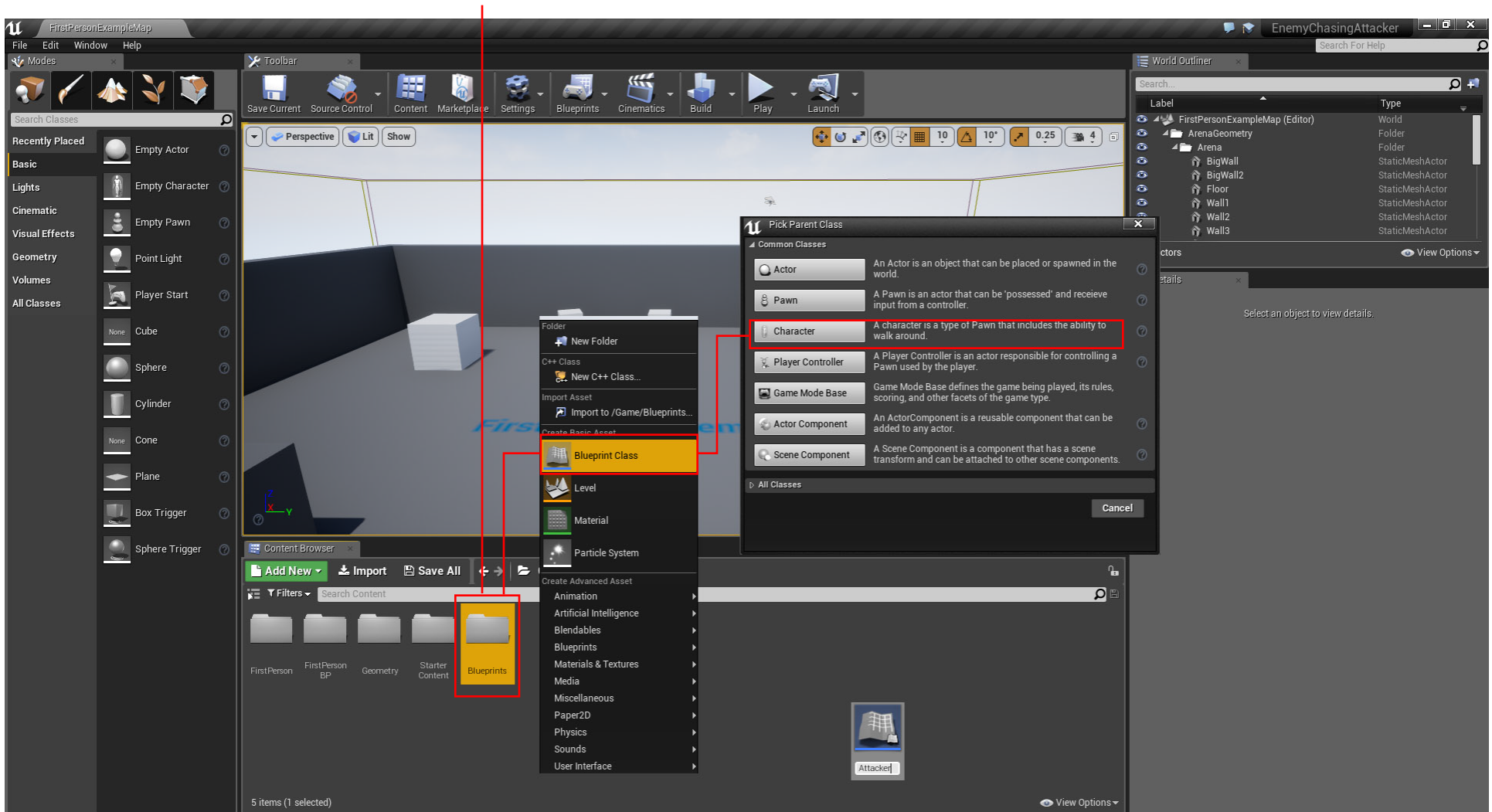
This tutorial shows you how to make wheel propelled enemy attackers. The wheels will not actually spin so it important not to place any materials on the wheel that have patterns, just a simple solid color.

Make your attacker as simple or complex as your 3D Max modeling skills allow.



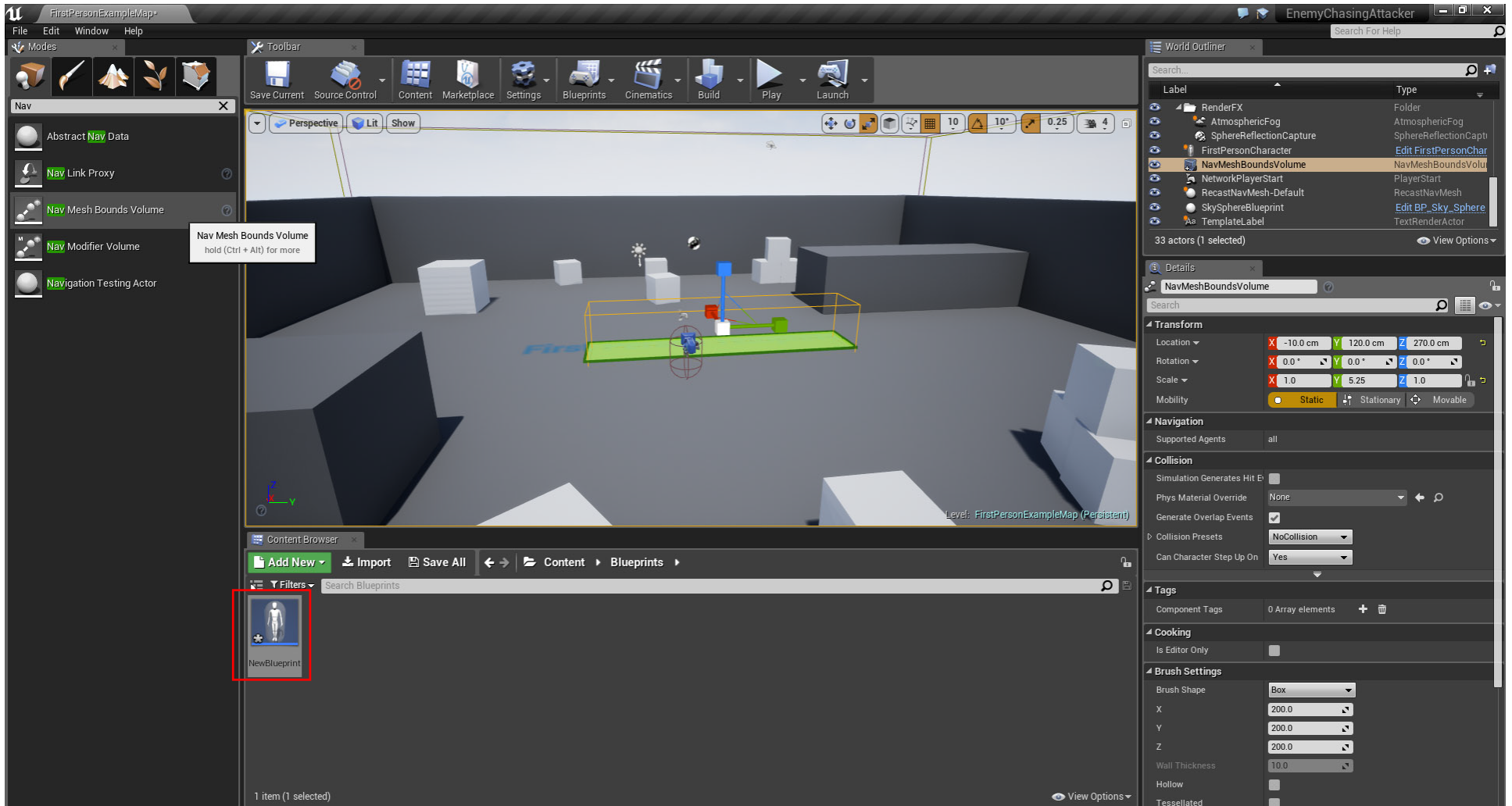
Video Games: Characters & FX

1. Open a new FPS Project. Create a new folder in Content browser. Call it Blueprints. Open.
2. Go to Blueprint Class and select "Character".



Video Games: Characters & FX

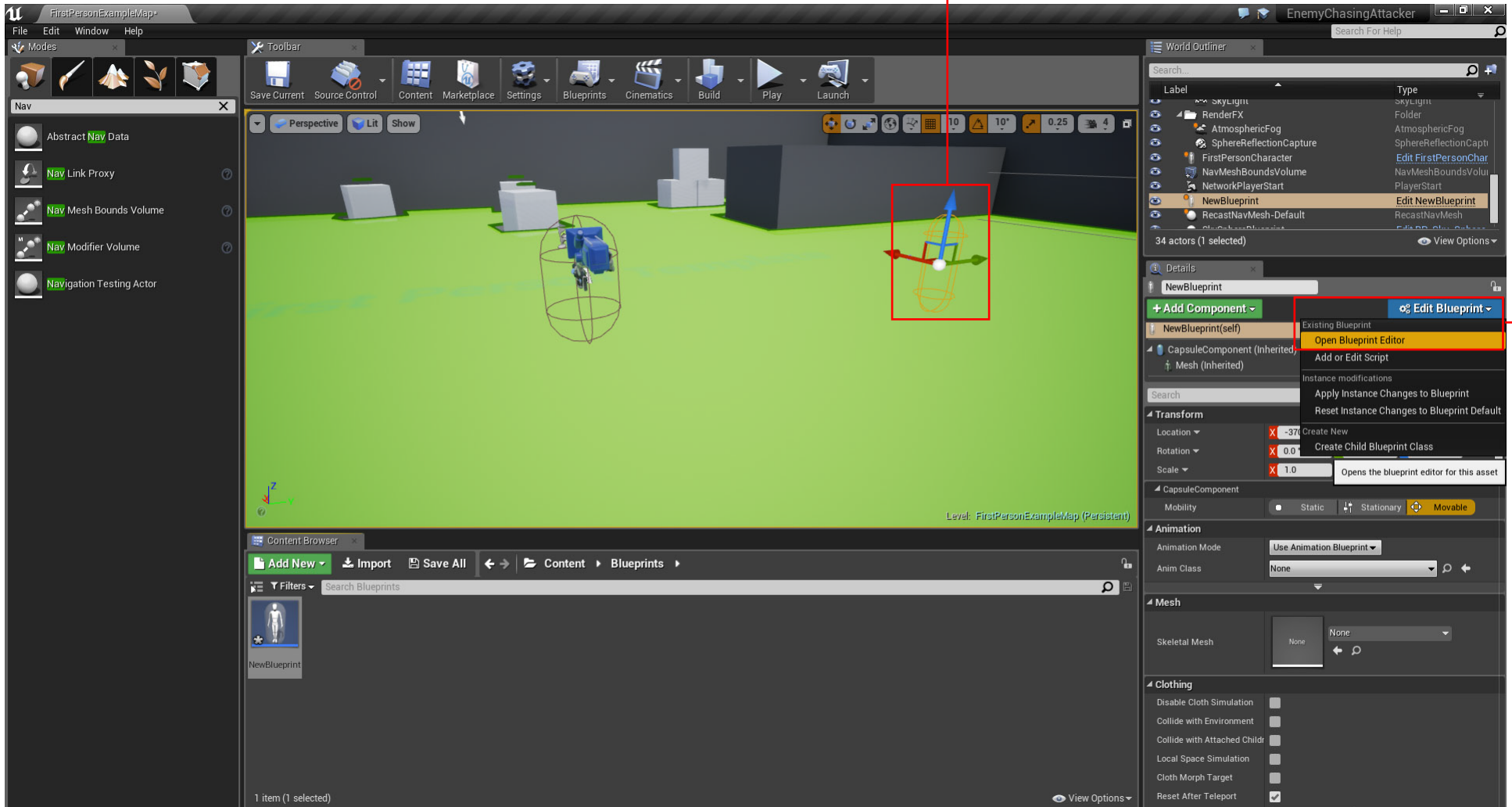
3. Name the new character (EnemyVehicle or ???)



Video Games: Characters & FX

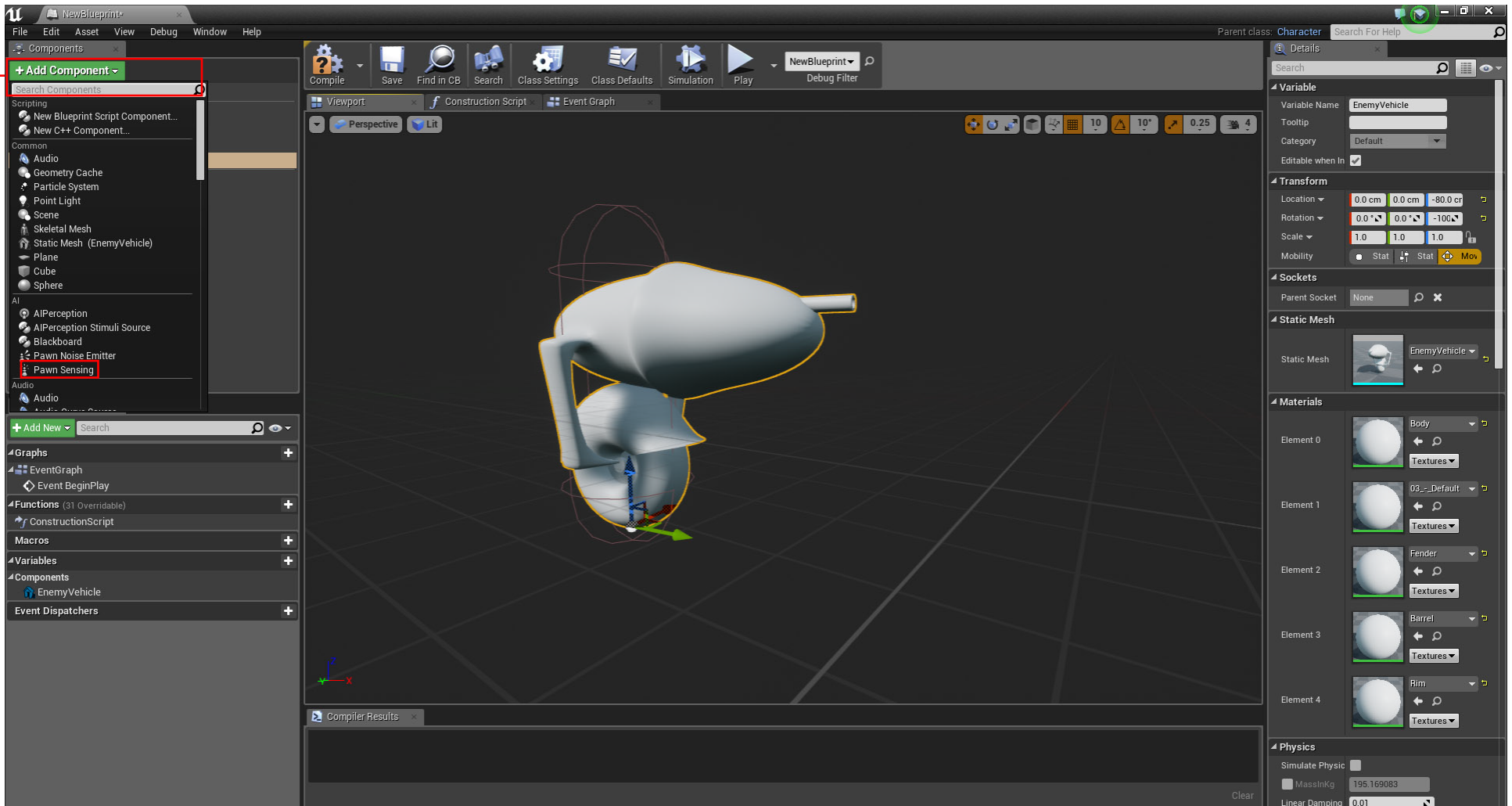
4. Drag the character into the level

5. Open a new "Blueprint" for the character.



Video Games: Characters & FX

6. Add a new component - "Pawn Sensing"



Video Games: Characters & FX

7. Compile the scene.

8. Select Pawn Sensing and adjust the angle of vision. This will restrict the Enemy Vehicle's field of vision.

Compile again.

The screenshot displays the Unreal Engine 4 interface. On the left, the 'Components' panel shows a hierarchy where 'PawnSensing' is selected and highlighted with an orange box. The 'My Blueprint' panel below it shows a search bar and various tool categories like Graphs, Functions, and Variables. The central viewport shows a character model with green lines radiating from its head, representing its field of vision. The 'Details' panel on the right is open to the 'PawnSensing' component, showing various settings. The 'Peripheral Vision' dropdown menu is highlighted with an orange box and has a red line pointing to the text 'Compile again.' above it. The 'AI' section includes settings for Hearing Threshold, LOS Hearing Threshold, Sight Radius, Sensing Interval, and Hearing Max So. The 'Events' section shows several event triggers like 'On See Paw' and 'On Hear Noi'.

Video Games: Characters & FX

9. Select Pawn Sensing and drag out the indicated Event Graph.

The screenshot displays the Unreal Engine 4 interface for editing a CharacterMovement blueprint. The Event Graph shows the following sequence of nodes:

- OnSeePawn (PawnSensing)**: Triggered by the Pawn.
- Cast To FirstPersonCharacter**: Casts the Pawn to a First Person Character. It has a "Cast Failed" event.
- AI MoveTo**: Moves the Pawn to the Target Actor. It has a "Movement Res" event.

The AI MoveTo node's "Max Walk Speed" property is set to 200.0. The right-hand Details panel shows the CharacterMovement settings, with the "Max Walk Speed" property highlighted.

Property	Value
Gravity Scale	1.0
Max Acceleration	2048.0
Braking Friction Factor	2.0
Braking Friction	0.0
Use Separate Braking Friction	<input type="checkbox"/>
Crouched Half Height	40.0
Mass	100.0
Default Land Movement Mode	Walking
Default Water Movement Mode	Swimming
Max Step Height	45.0
Walkable Floor Angle	44.765083
Walkable Floor Z	0.71
Ground Friction	8.0
Max Walk Speed	200.0
Max Walk Speed Crouched	300.0
Braking Deceleration Walking	2048.0
Can Walk Off Ledges	<input checked="" type="checkbox"/>
Can Walk Off Ledges when Crouching	<input type="checkbox"/>
Maintain Horizontal Ground Velocity	<input checked="" type="checkbox"/>
Ignore Base Rotation	<input type="checkbox"/>
Jump Z Velocity	420.0
Braking Deceleration Falling	0.0
Air Control	0.05
Air Control Boost Multiplier	2.0
Air Control Boost Velocity Threshold	25.0
Falling Lateral Friction	0.0
Impart Base Velocity X	<input checked="" type="checkbox"/>

10. Adjust the speed the enemy attacks with here.