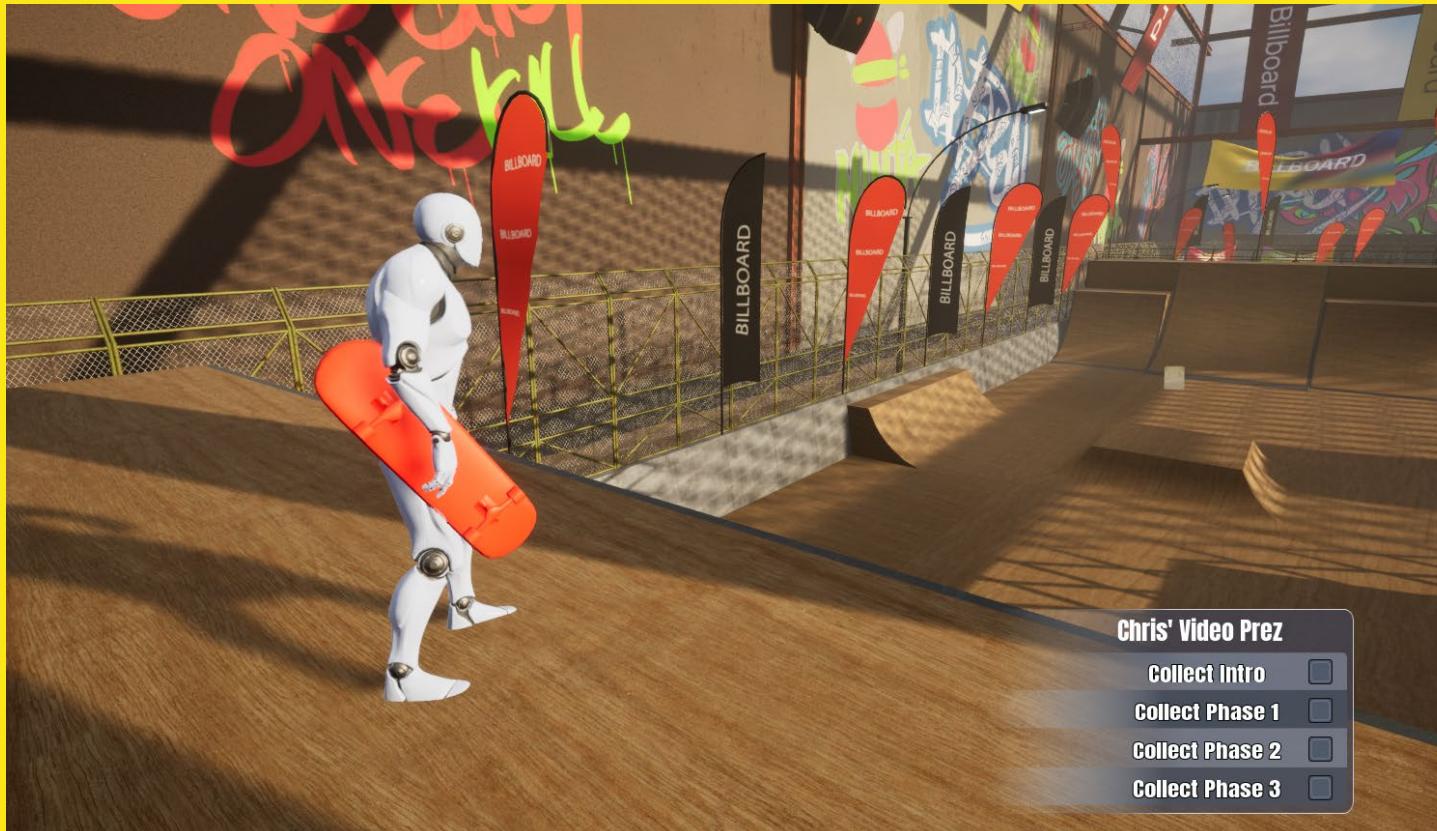


HUD Objective System

Design and Implementation

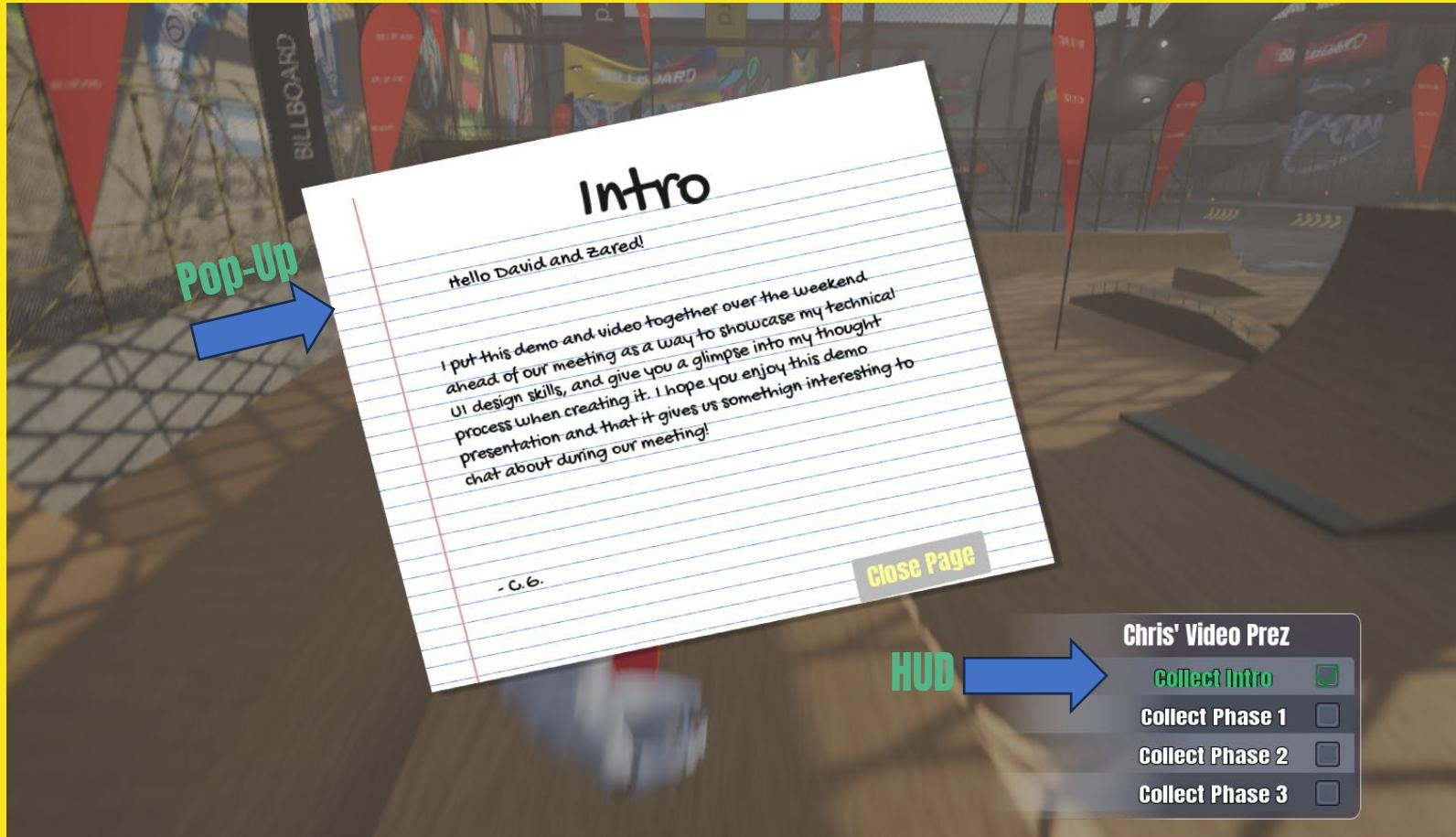


Contents

- **Overview**
- **Research**
- **Design**
 - **System Flowchart**
 - **Figma Mockup**
- **Implementation**
 - **Major Components**
 - **Objective List**
 - **Pop-Up**
 - **Pop-Up Text**
- **Final Design Notes**
- **Thank You / Video Link**



Overview



- **Designed and implemented objective system in **Unreal 5****
- **Created graphic assets using **Figma****
- **Implemented **visual feedback** for player using **HUD** and **Pop-Up Widgets****

Research



Chris' Video Prez

Object 1 Collect



Object 2 Collect



Object 3 Collect

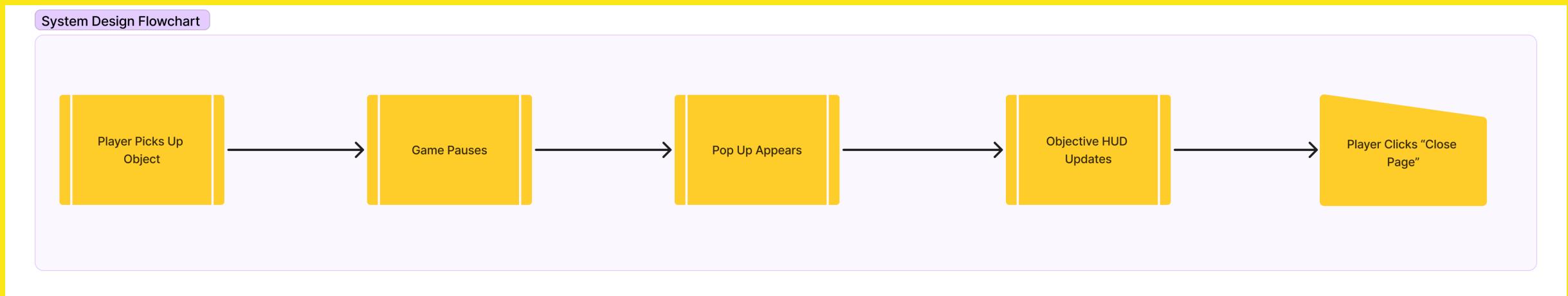


Object 4 Collect

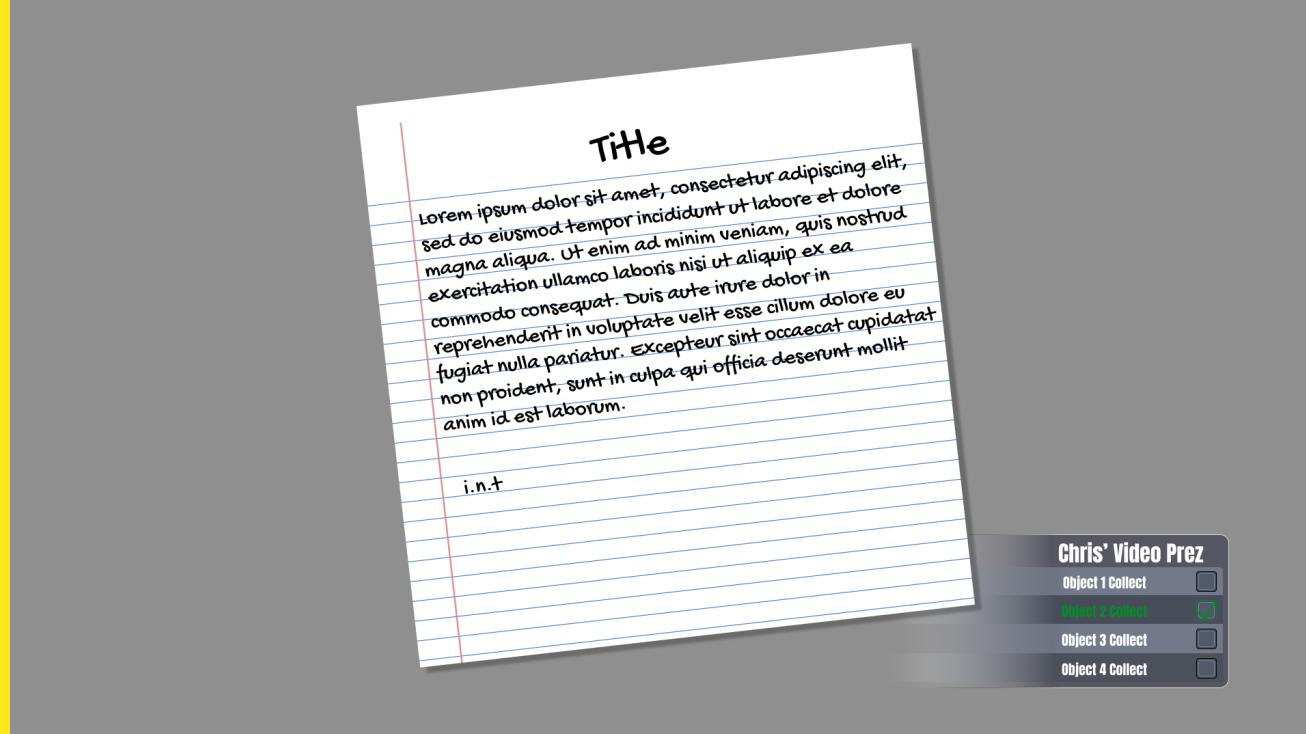


The HUD design was directly inspired by Joe Van Zeipel's Skate 3 design.

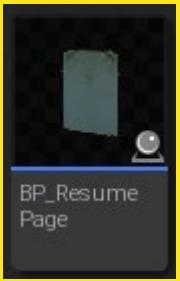
Design – System Flowchart



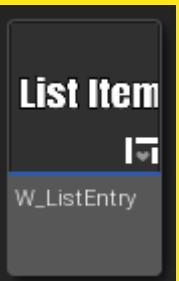
Design – Figma Mockup



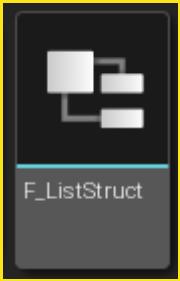
Implementation – Major Components



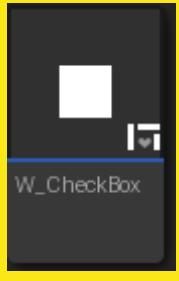
Object for the player to collect



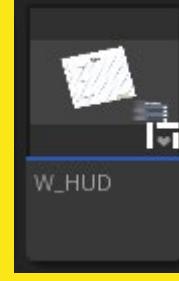
Widget for displaying objective text



Struct containing object variables

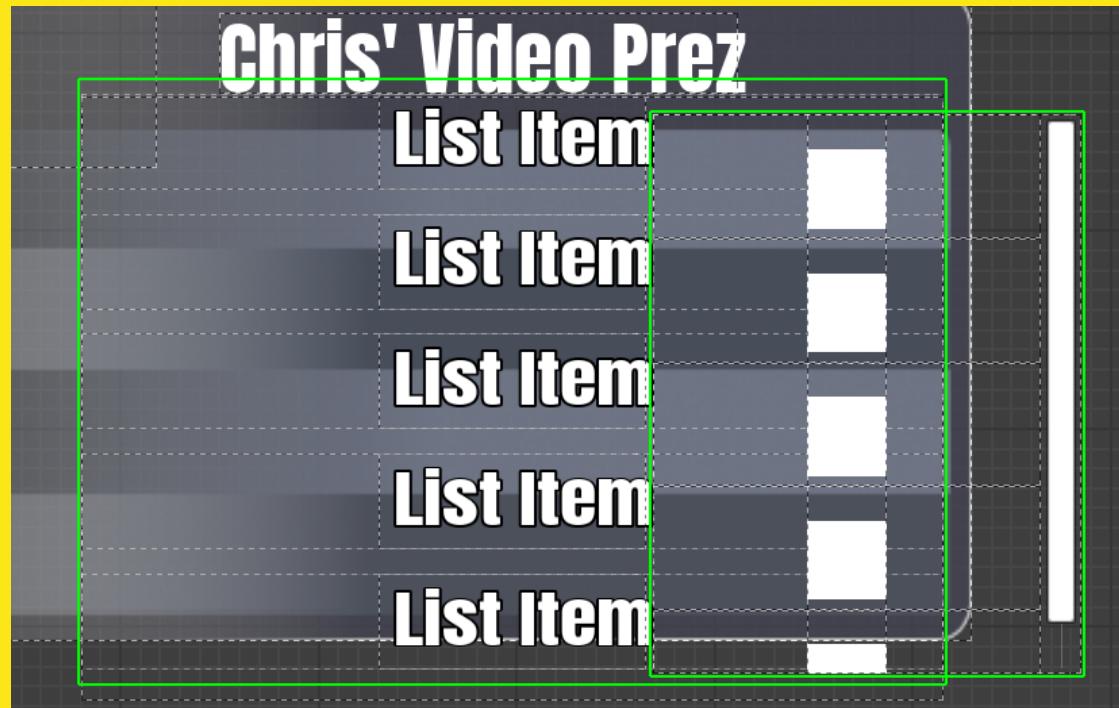


Widget for displaying objective completion status

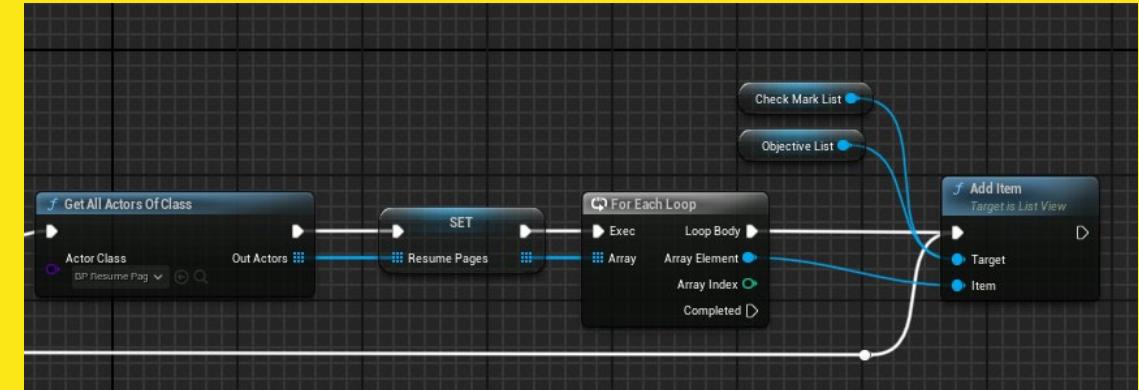


Widget containing pop-up and HUD

Implementation – Objective List



W_ListEntry and **W_CheckBox** applied to separate list view components on the HUD.



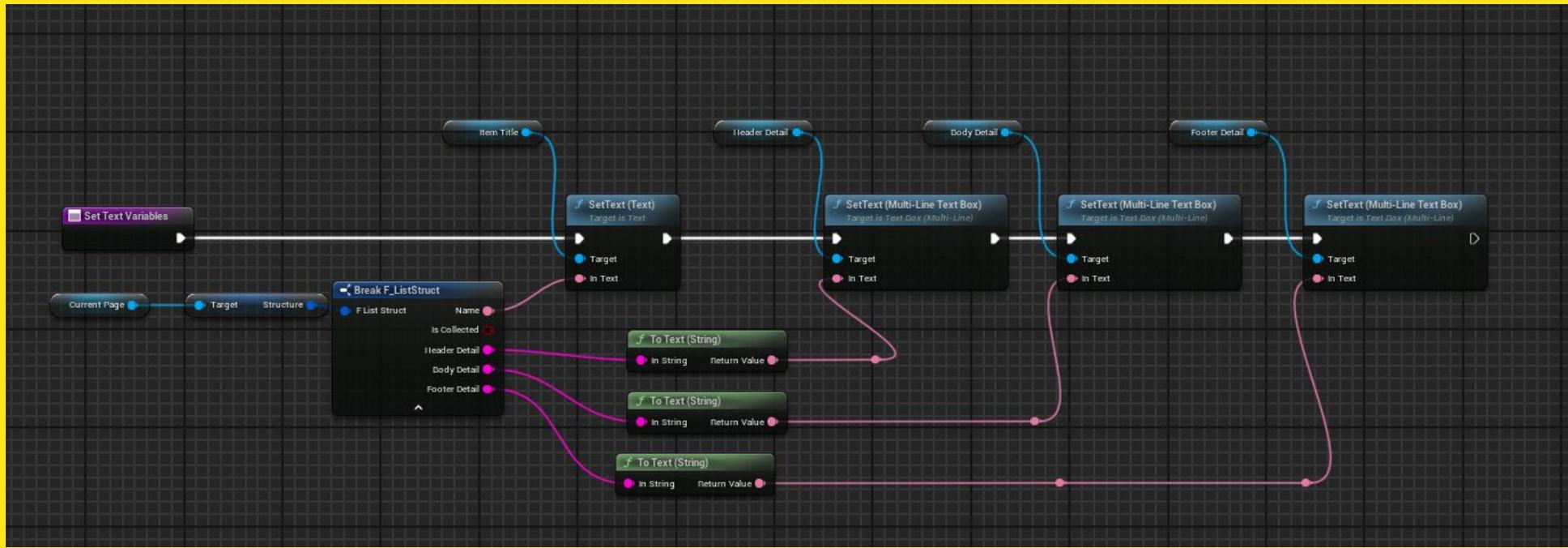
Resume pages are found on begin play and each page is applied to both lists.

Implementation – Pop-Up



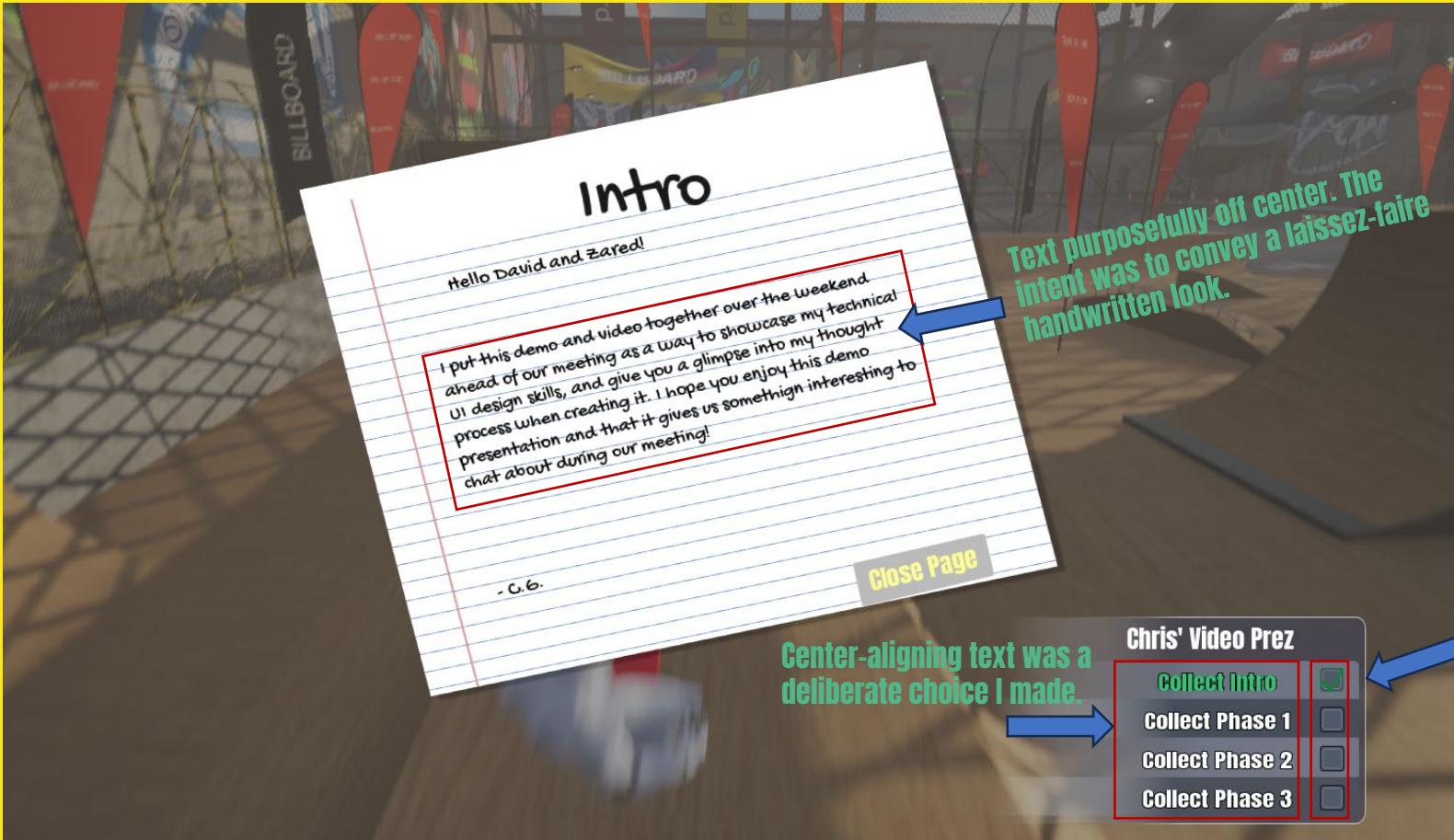
The pop-up is a separate, hidden overlay in the HUD, that appears when an objective pick up event is called.

Implementation – Pop-Up Text



The pop-up text is set via a **function** that references the current pick up, finds it's **F_ListStruct** component, and references the variables contained.

Final Design Notes



THANK YOU!

For a more **in-depth look** at the project,
please check out the video provided via
email if you haven't already!

CLICK HERE TO CHECK OUT THE VIDEO!