

HUD Objective System

Design and Implementation



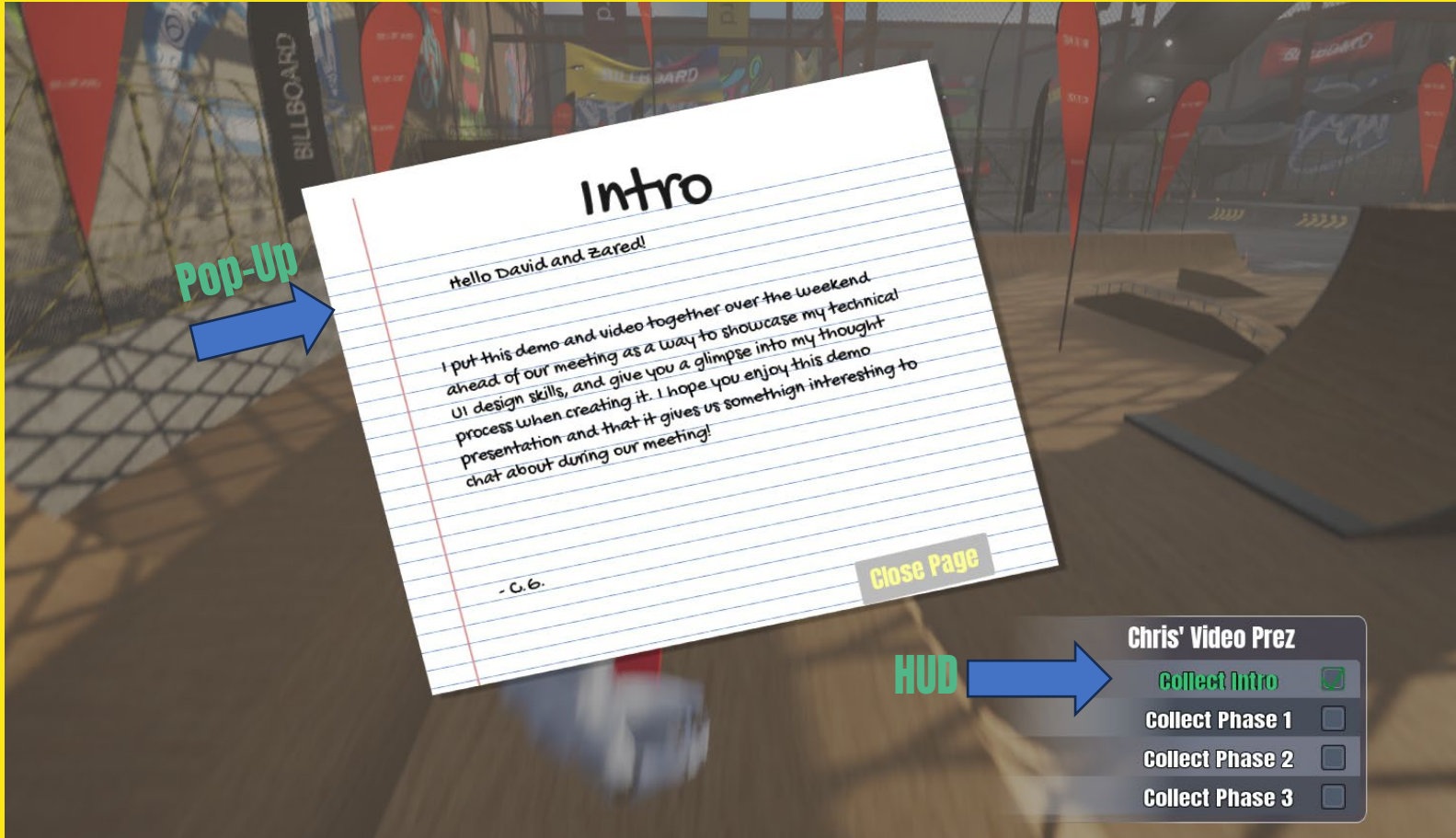
Created By Christopher Guyton

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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

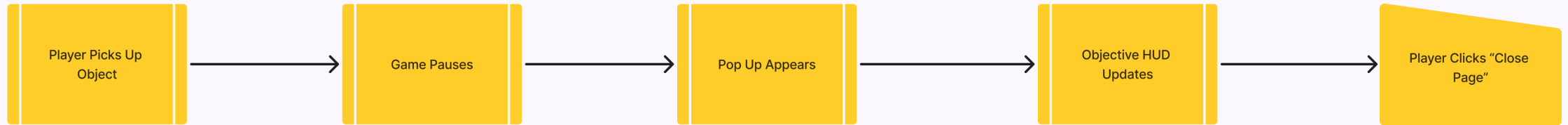


Chris' Video Prez	
Object 1 Collect	<input type="checkbox"/>
Object 3 Collect	<input checked="" type="checkbox"/>
Object 3 Collect	<input type="checkbox"/>
Object 4 Collect	<input type="checkbox"/>

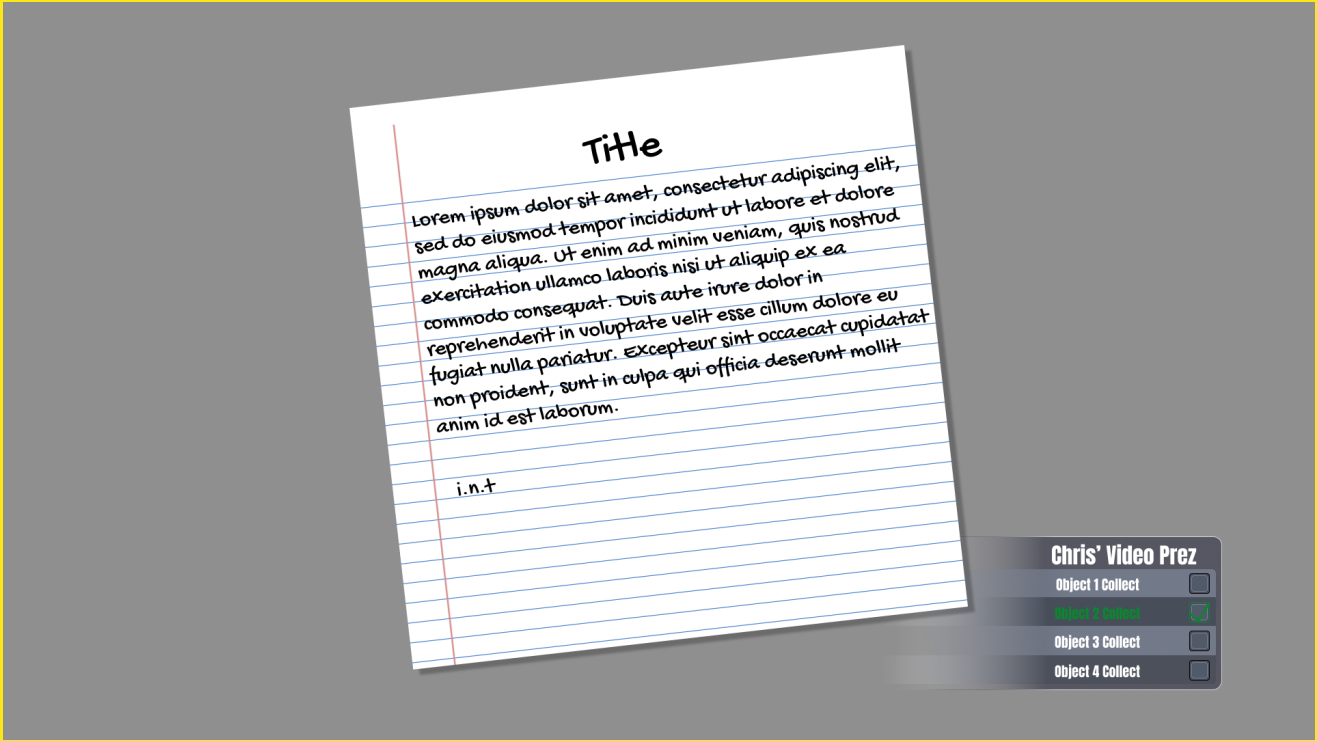
The HUD design was **directly inspired** by Joe Van Zeipel's Skate 3 design.

Design – System Flowchart

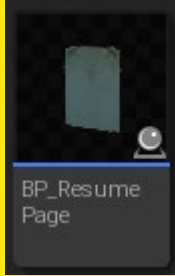
System Design Flowchart



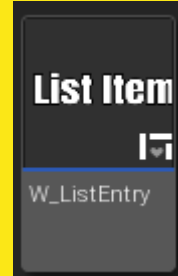
Design – Figma Mockup



Implementation – Major Components



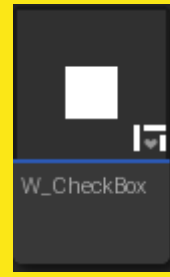
**Object for
the player to
collect**



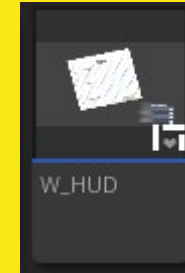
**Widget for displaying
objective text**



**Struct
containing
object variables**

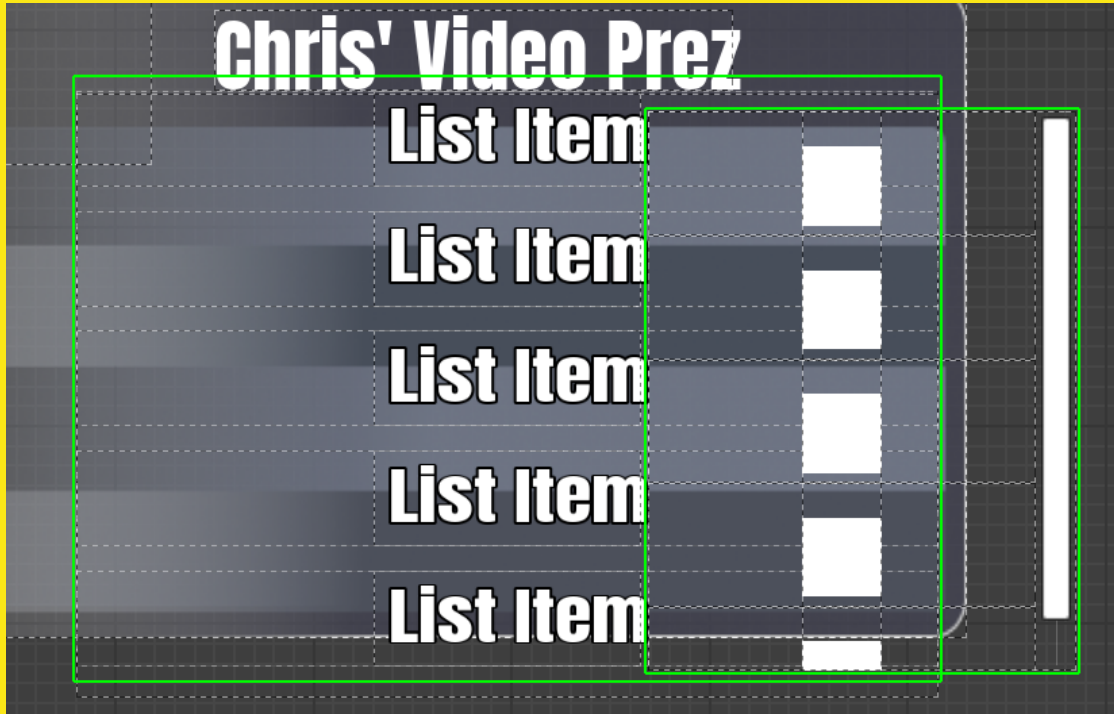


**Widget for displaying
objective completion
status**

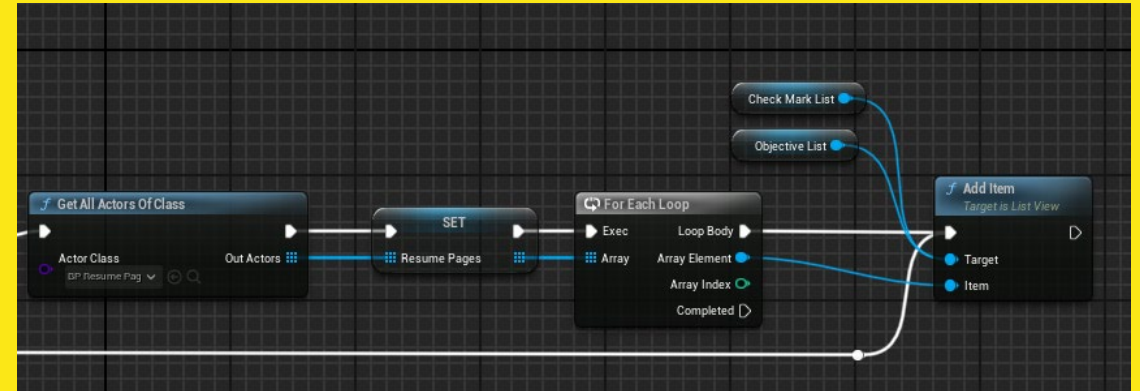


**Widget containing
pop-up and HUD**

Implementation – Objective List



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



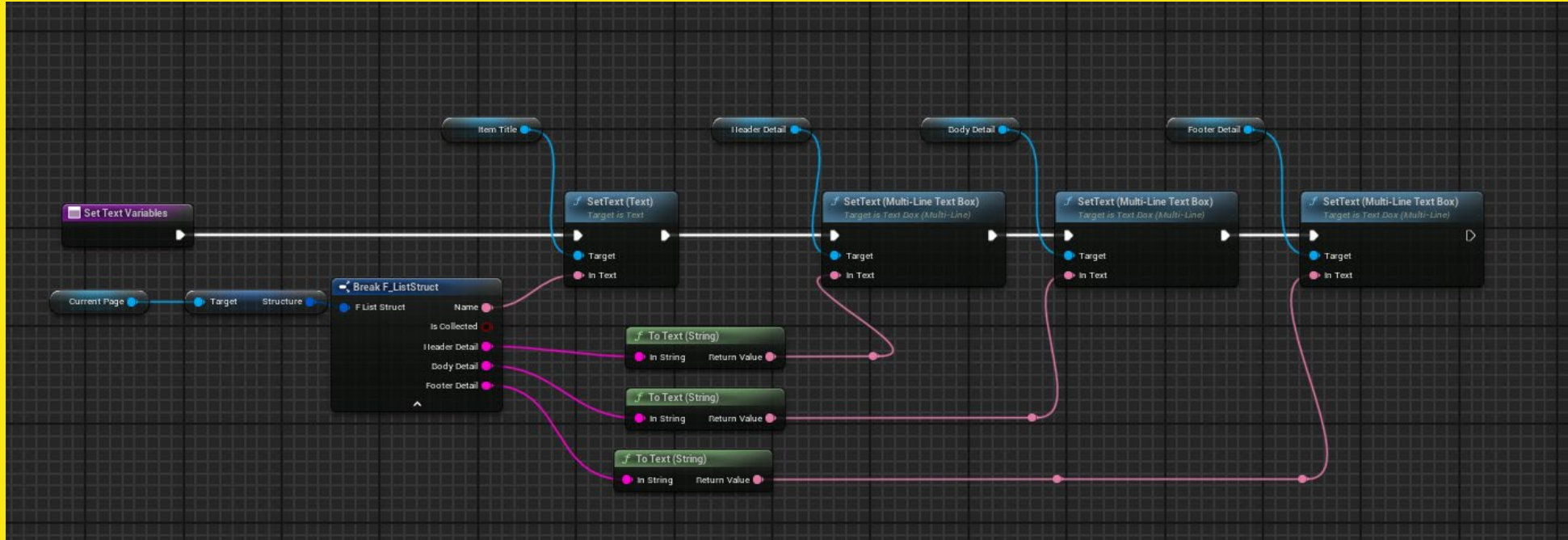
Resume pages are found on begin play and each page is applied to both lists.

Implementation – Pop-Up



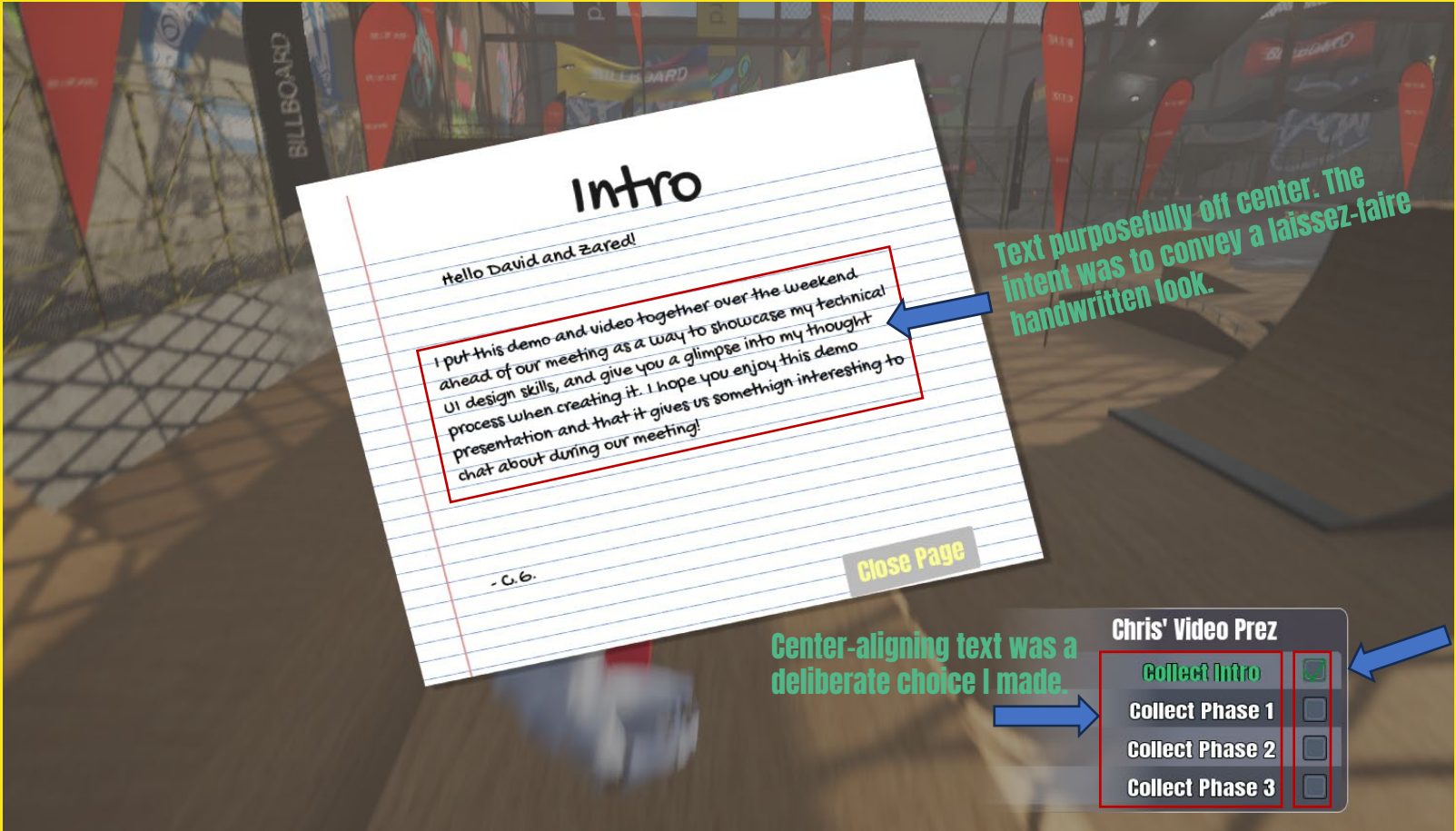
The pop-up is a separate, **hidden overlay in the HUD, that appears when an objective pick up event is called.**

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!