Week 1, Video 2: Unreal Engine Setup

A Truly Unreal Curriculum

Overview

Lecture: **Week01_Video02_UnrealEngineSetup**

The objective of this lecture is to help acquaint learners with the initial stages of the game development pipeline.

Outcome

Students will learn the importance of the game's central idea and learn how to download and set up Unreal Engine.

Game Goal

- It is important to think about why you are building a game in the first place
- To do that, you must think of the **goal** or the **core objective** of the game for e.g:

    Concept of *Among Us*:   The objective of the crewmates is to figure out who the impostor is and throw them off the ship and the goal of the impostors is to kill all the crewmates before he/she is discovered.

    Outcome of *Among Us*:   The simple design of the game has led to its virality.

- Concept of *Pong:* Score more goals than your opponent before the time runs out

Installing Unreal Engine

- Make sure there is enough free space on your computer (at least 500 GB) to install and run Unreal Engine
- Create an Epic Games account
- Download the Epic Games Launcher and select Creator's License
- Sign in to the Launcher with your Epic Games account
- In the launcher, click on Unreal Engine on the left and then press the yellow install button on the top right. Press the Launch button
- When the Project Browser opens, select the Games option and then the Blank template
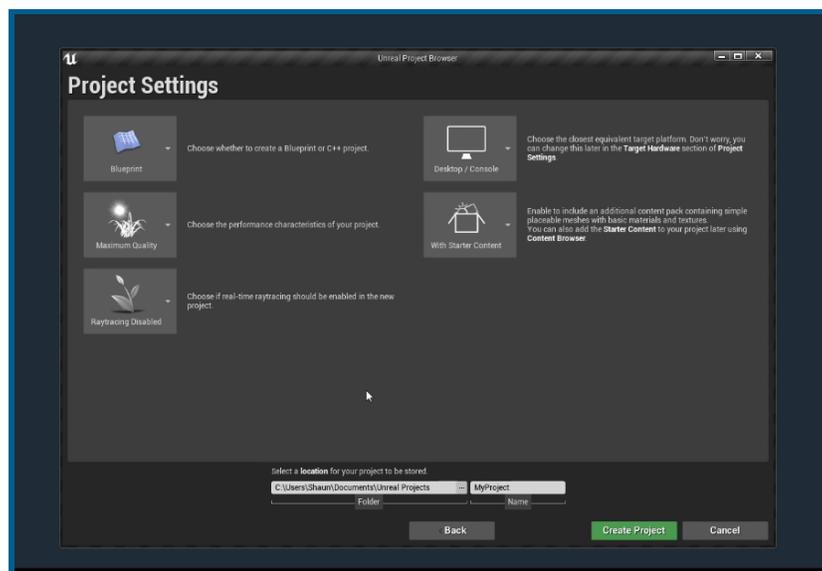
- Make sure your Project Settings match the settings in the picture above including enabling Starter Content
- Name the project below and press 'Create Project'
- It will take some time for the engine to build the project. Once this is done, a blank canvas will appear.