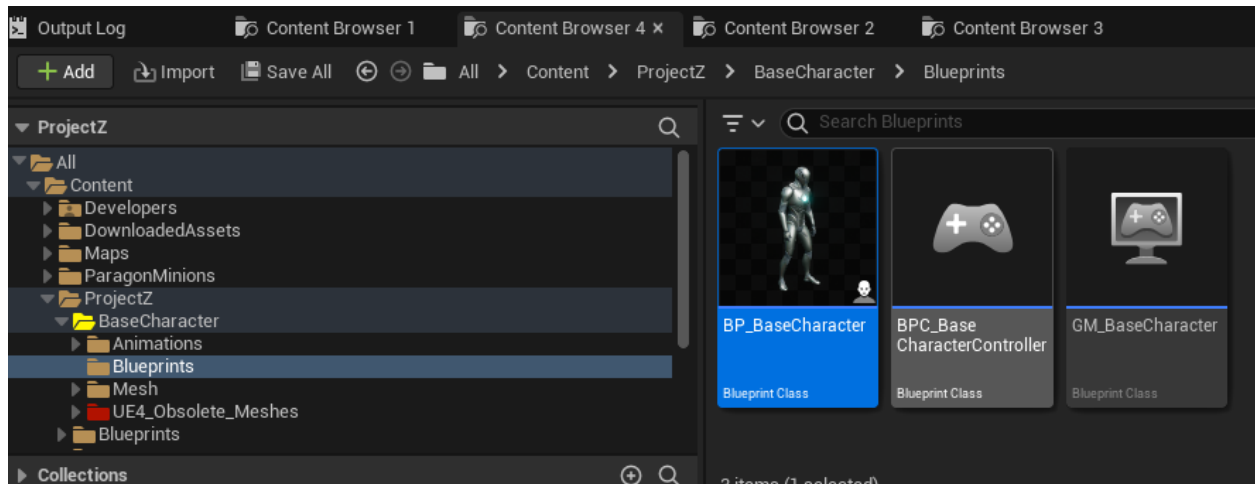


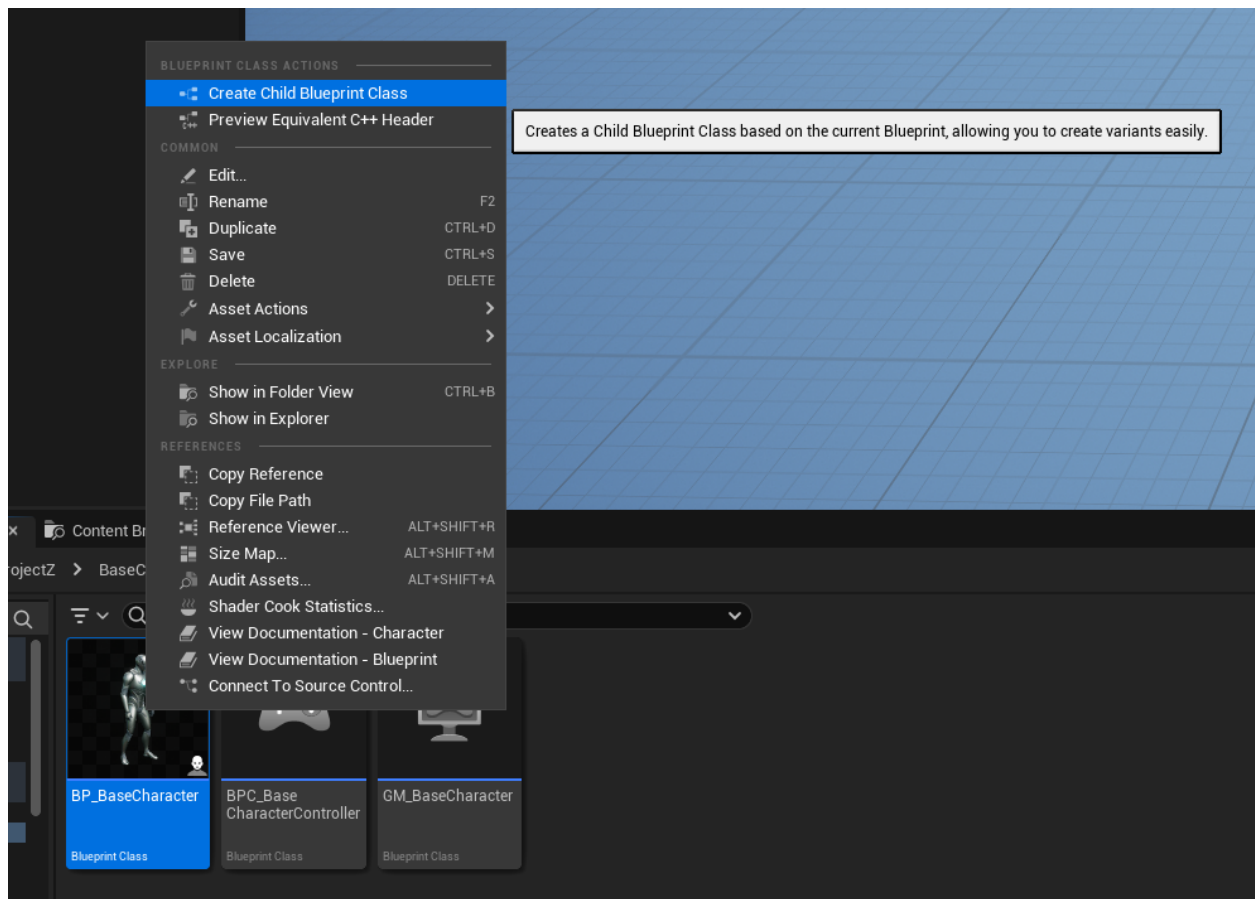
Creating A New Hero

Guideline 1

1- Go to the next folder: Content/ProjectZ/BaseCharacter/Blueprints

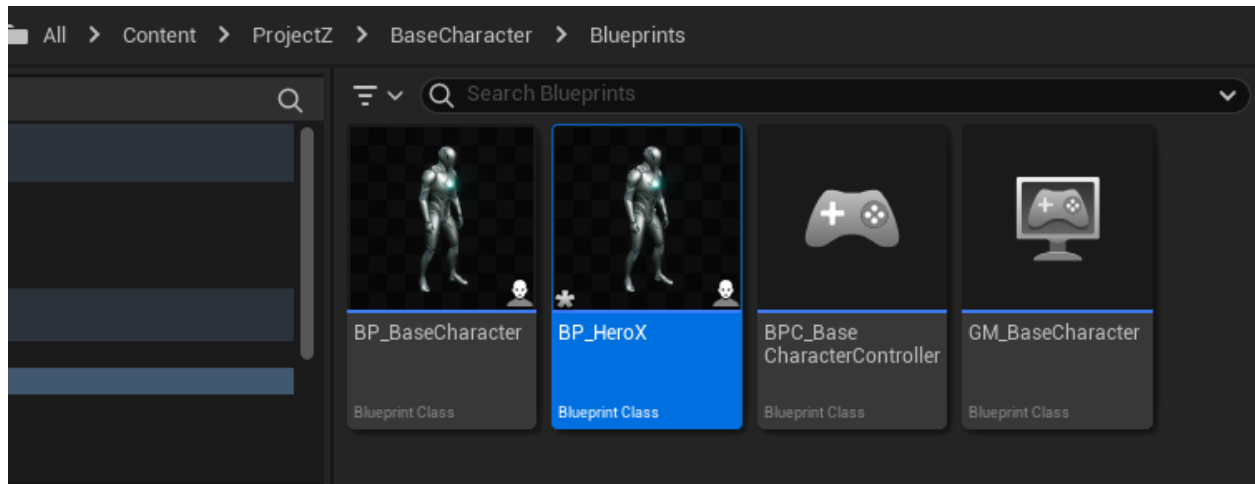


2- Right click on the blueprint BP_BaseCharacter and select “Create Child Blueprint Class”

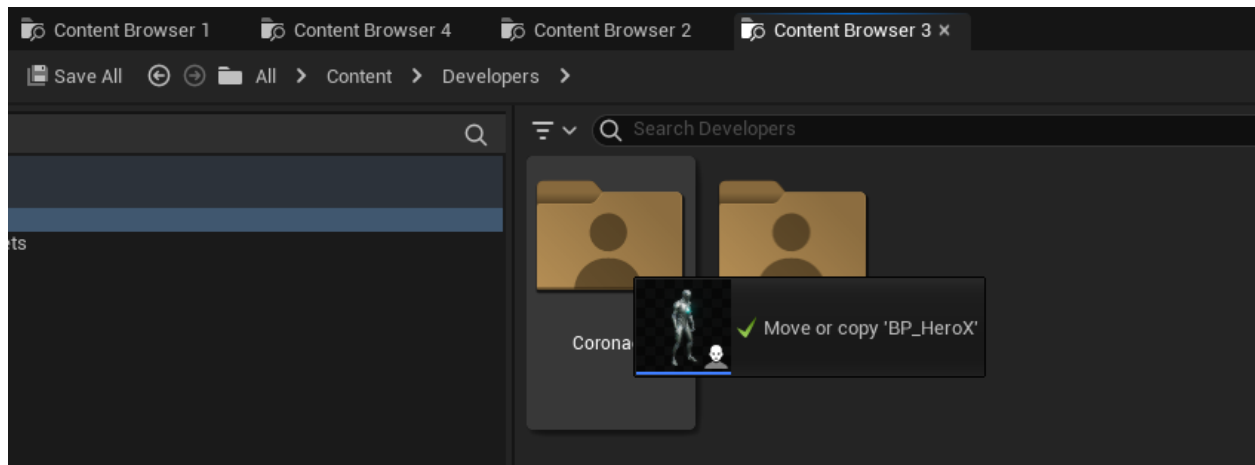


3- Rename your blueprint following naming convention

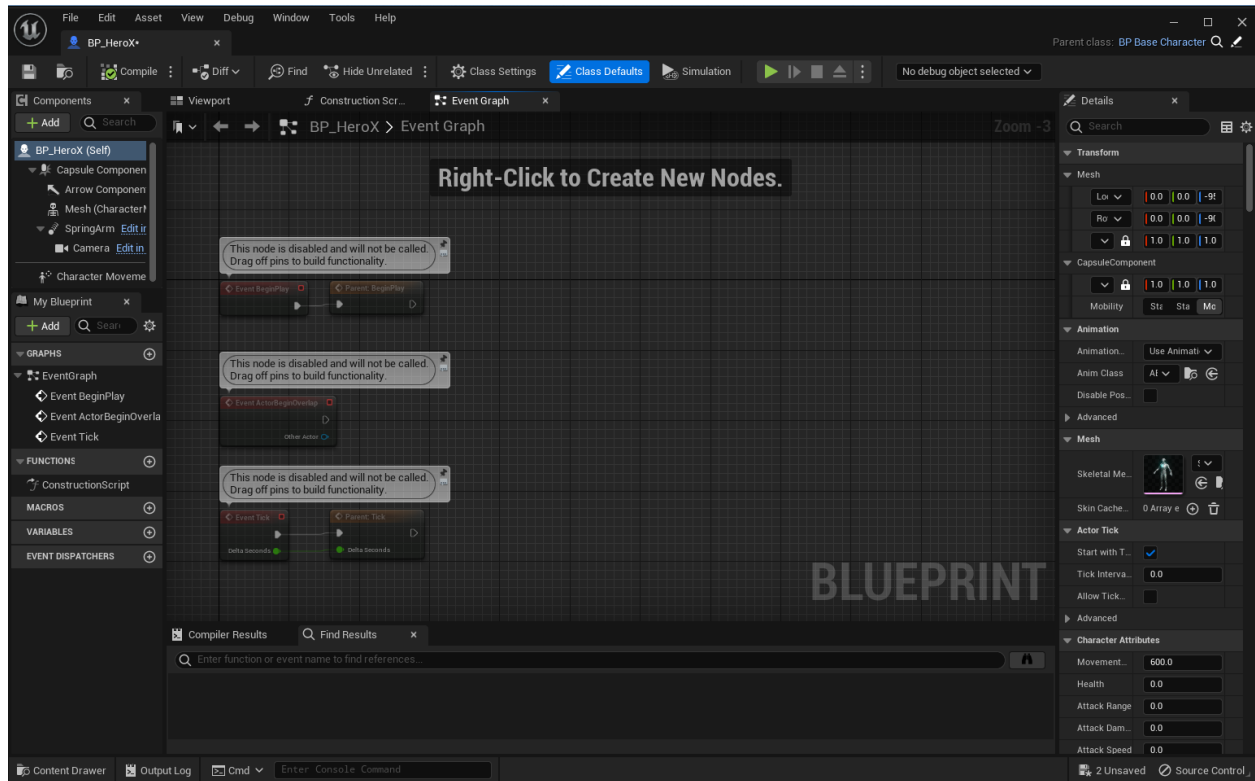
i.e. BP_HeroX (X being the number of the hero you're working on)



4- Move your character into your developers folder



5- You can start working on your new hero!



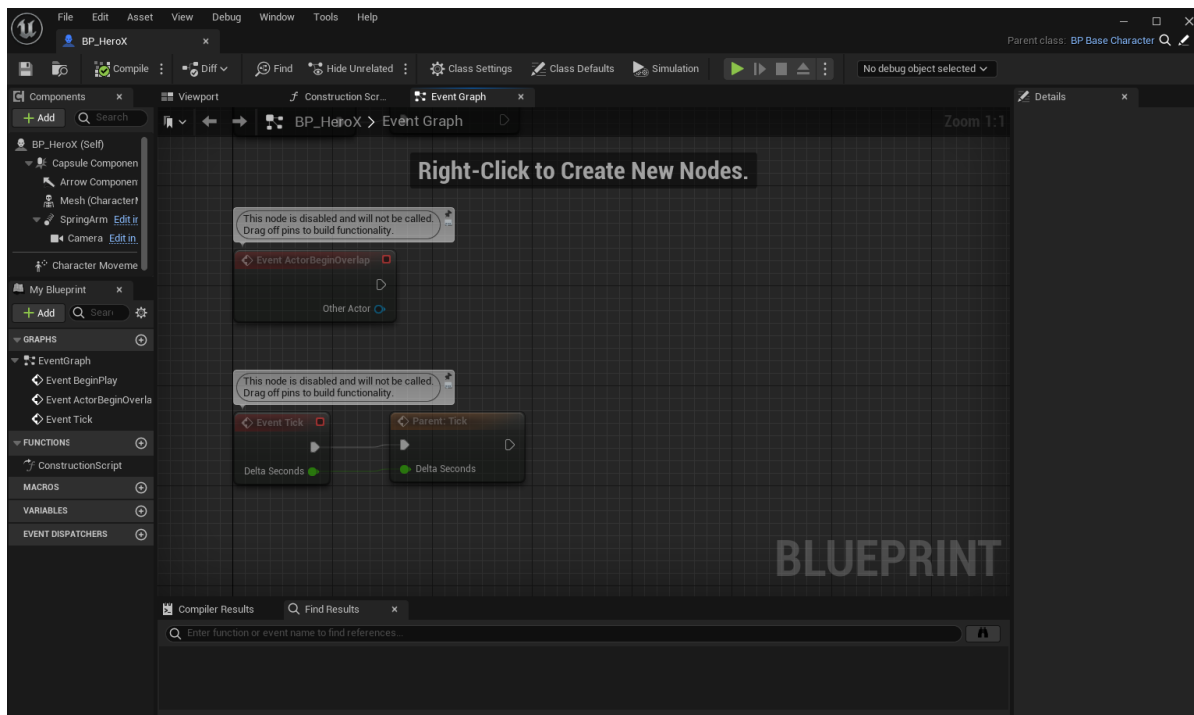
IMPORTANT:

On BP_BaseCharacter we have access to a variety of variables to be used on our bp_hero childs blueprints.

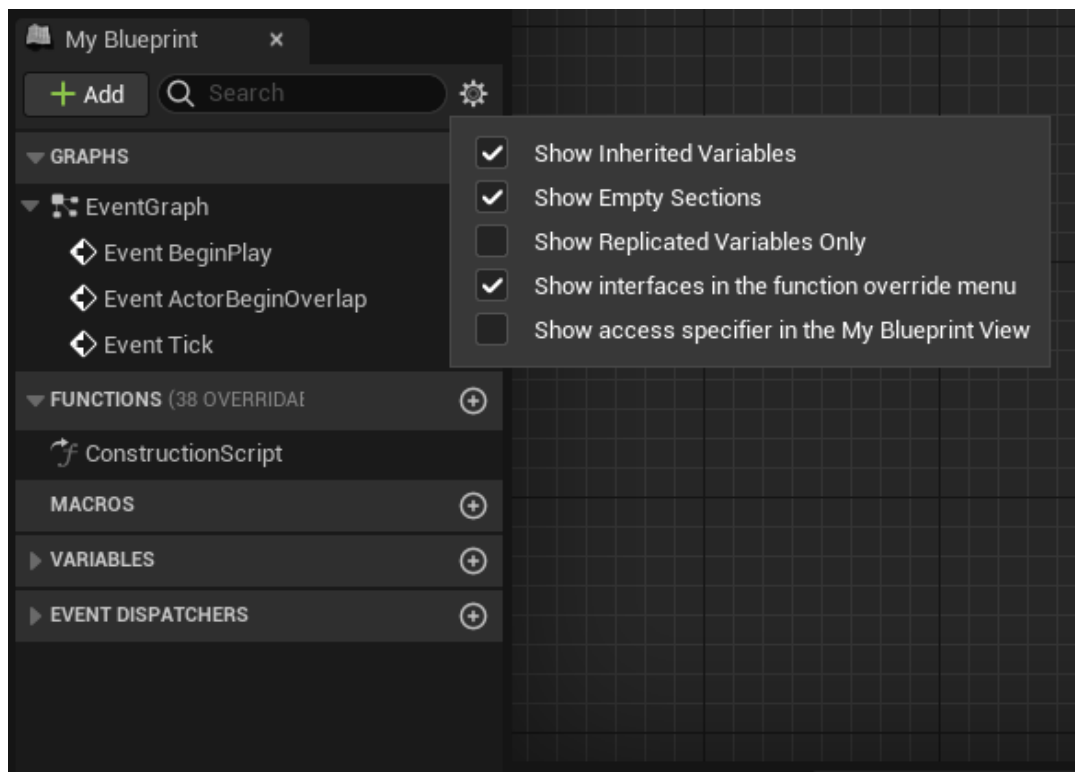
DO NOT delete/add any variable at BP_BaseCharacter or that might affect the rest of Heroes.

If you want to see the available variables in your hero, follow these steps:

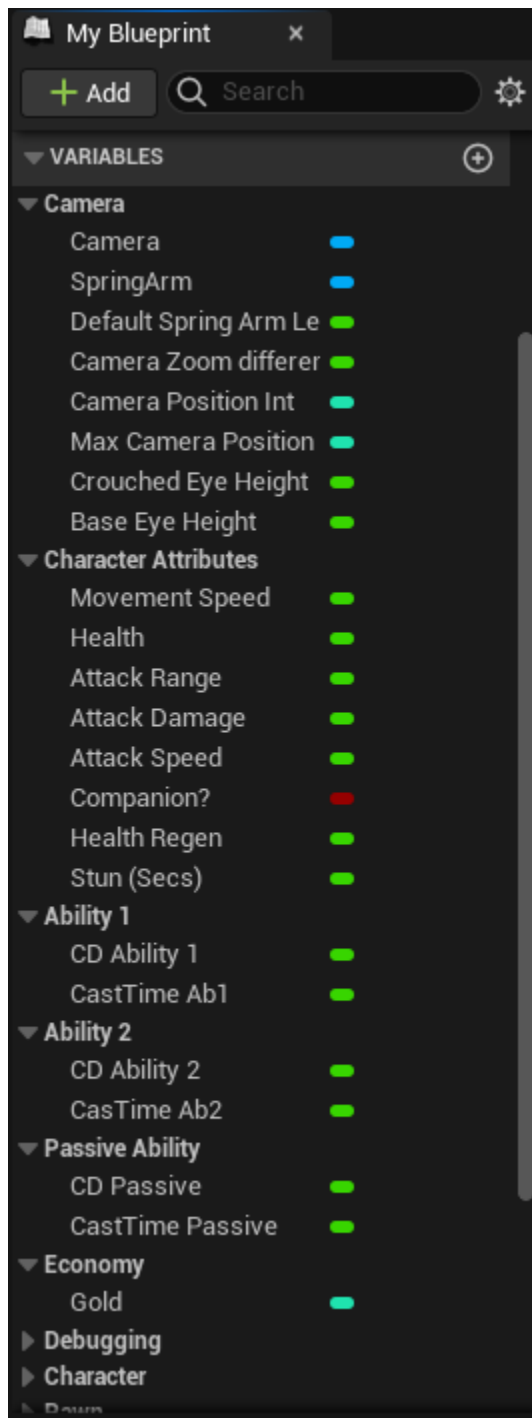
1- Go to the blueprint of your hero i.e. BP_HeroX



2- Go to the option at the right top corner on “My Blueprint” and tick “Show Inherited Variables”



3.- Now You should be able to see all the variables from the parent into your blueprint



Remember that you still have access to all these variables even when “Show Inherited Variables” is deactivated.

Just right click on the graph and search for any of them:

