

```
1 //KeepMowingALawnGameMode.h
2
3 // Copyright 1998-2018 Epic Games, Inc. All Rights Reserved.
4
5 #pragma once
6
7 #include "CoreMinimal.h"
8 #include "GameFramework/GameModeBase.h"
9 #include "KeepMowingALawnGameMode.generated.h"
10
11 UCLASS(minimalapi)
12 class AKeepMowingALawnGameMode : public AGameModeBase
13 {
14     GENERATED_BODY()
15
16     virtual void BeginPlay() override;
17
18 public:
19     AKeepMowingALawnGameMode();
20
21     /** This allows for a HUD to be placed onto the mower from the engine GameMode **/
22     UPROPERTY(EditDefaultsOnly, BlueprintReadWrite, Category = "MowerHUD", Meta =
23         (BlueprintProtected = "true"))
24         TSubclassOf<class UUserWidget> MowerHUDClass;
25
26     UPROPERTY()
27         class UUserWidget *CurrentWidget;
28 };
29
30
31
```