

Read Me

Some small things to know.

This project originally started as a default third person character project. Almost all of the relevant code and settings for the original default project have been completely removed.

The code that is most useful to look at is

- AKeepMowingALawnCharactercpp
- AKeepMowingALawnCharacterh
- KeepMowingALawnCharacter Blueprint
- MowMap LevelBlueprint

Note: The Heads Up Display's are not built to scale to monitor size. I didn't know how to do that when I built the HUD, so placement of the project on other computers may result in minor HUD scaling issues. Keeping that in mind, this project was designed to be run in a separate window, not in the editor.

WARNING! This project will not work when playing in a "Standalone" window because the game will not work properly in a packaged version due to the way the grass is removed. The grass will not be cut unless the mower stops moving. This is due to the fact that the array containing grass meshes is redrawn every time a single mesh is cut. That is the way the engine does it in 4.20 and that can't really be changed.

Note: I used a software program called DualShock 4 Windows which allows me to emulate an Xbox Controller with a PlayStation 4 Controller. I would like to note that this game will work perfectly fine with an Xbox Controller.

Note: The green progress bar, when entirely filled will not end the game. I had always intended that when you cut all the grass that the mower must be parked back in the shed. Currently, parking in the shed at any point during the game will bring up the Statistics HUD.

Note: This will not end that game instance as I always intended that the player would be able to back out of the shed and keep mowing. They do continue to have mower control while in the shed even when the stats page is up. With that in mind, true world time will continue to tick while parked in the garage viewing stats.