

Puzzles

Customising

Puzzle Settings

There are common settings for most puzzles, place the puzzle into your level and select it, in the details panel is a 'Customise' section and a Door section.

X / Y amount : changes the size of the puzzle, can increase difficulty so testing advised on altering.

Tile Size : If you change the model associated with the Button this can be used to adjust the spacing of the tiles

Collision Width : Changes the Button Collision size, use when altering mesh

Collision Height : Changes the Button Collision height, to offset for any jump mechanic

Collision Height Offset : changes the Button collision, use when altering mesh

Vertical Bounds : Changes the 'Active' Area for the puzzle, to offset for any jump mechanic

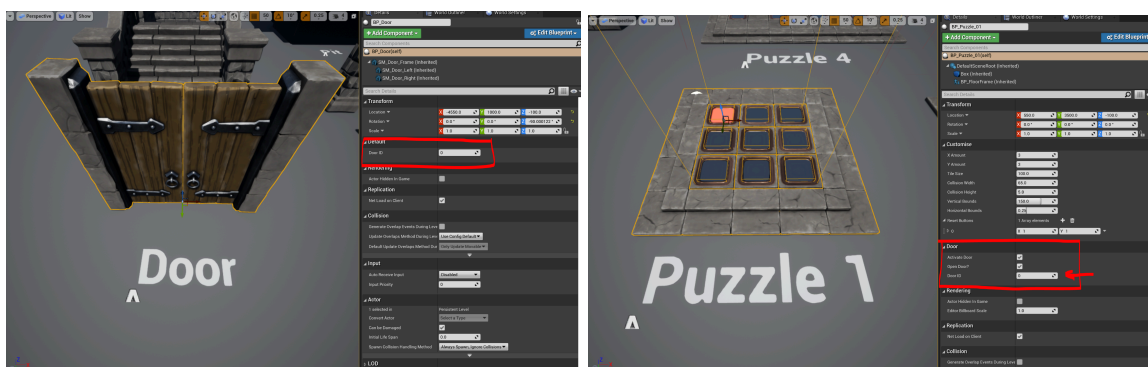
Horizontal Bounds : Changes the 'Active' Area for the puzzle

Door Settings

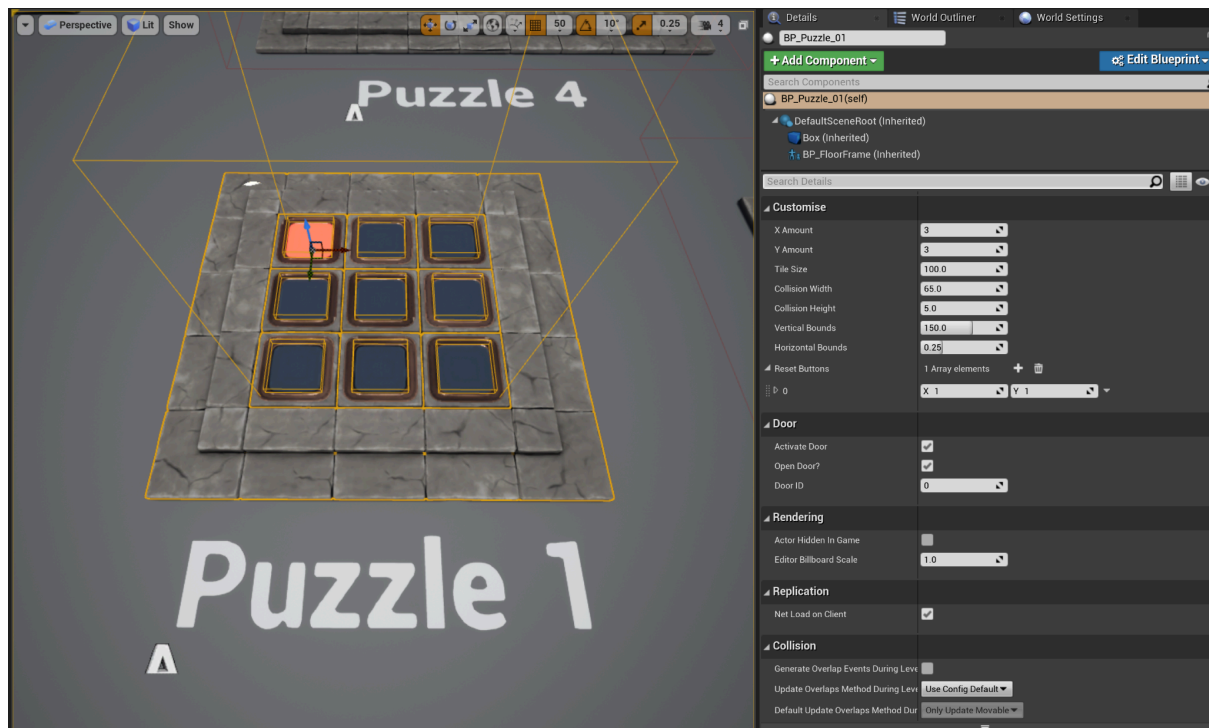
Activate Door : Whether the puzzle activates a door when complete

Open Door : Whether the door opens or closes

Door ID : Sets which door to open upon completion, The BP_Door has in its details a door id section, any door with the same ID as a puzzle will open when the puzzle is completed. If two puzzles share the same ID they will both open the connected door, multiple doors with the same ID will all open also.



Puzzle 1



Goal

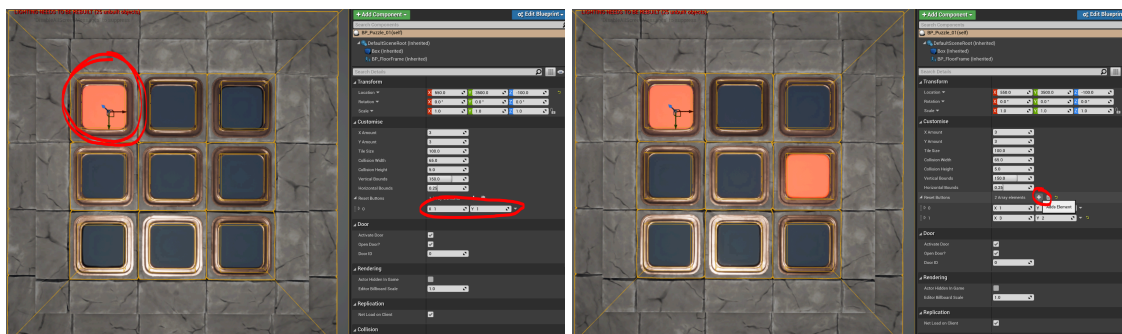
Light all squares by running over them, activating a square twice, activating the red square and leaving the puzzle area all reset the puzzle.

Customising

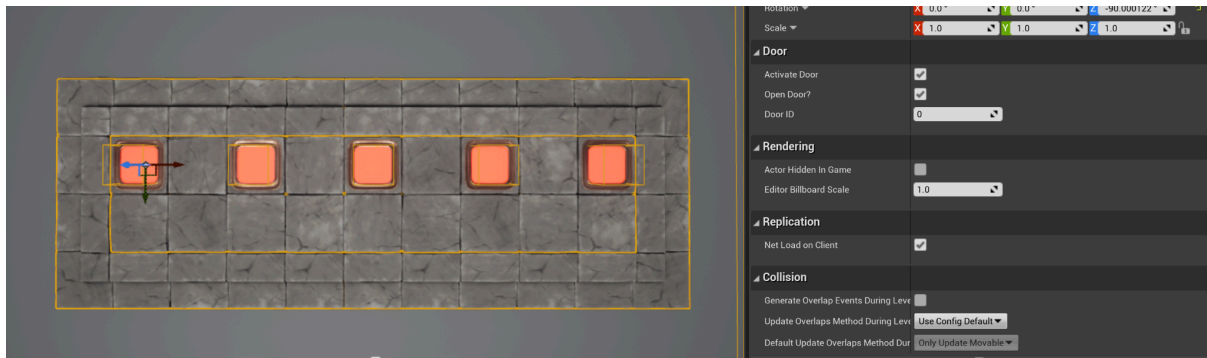
See [Customising](#) for shared controls.

Reset Buttons : This is an array that can be altered to add more reset buttons to the board, they are placed by X Y coords of the puzzle grid, eg .1 - 1 places the reset on the first square

Clicking the + will add more reset buttons to the grid.



Puzzle 2



Goal

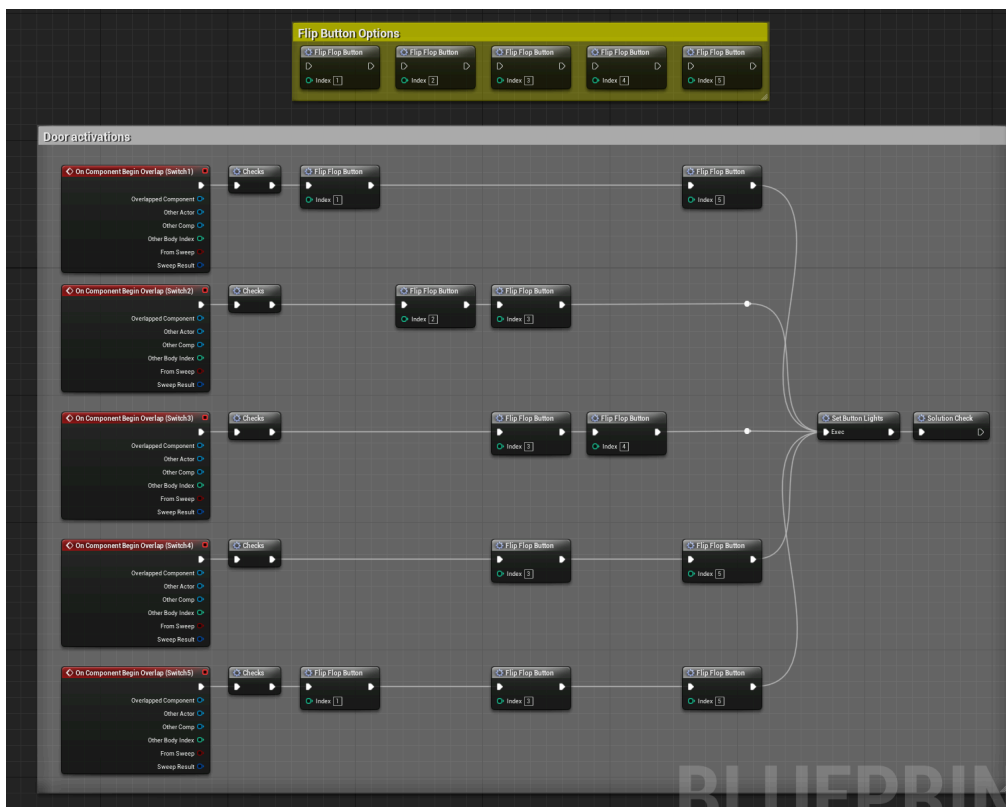
Turn on all buttons, each button flips multiple buttons on/off.

Customising

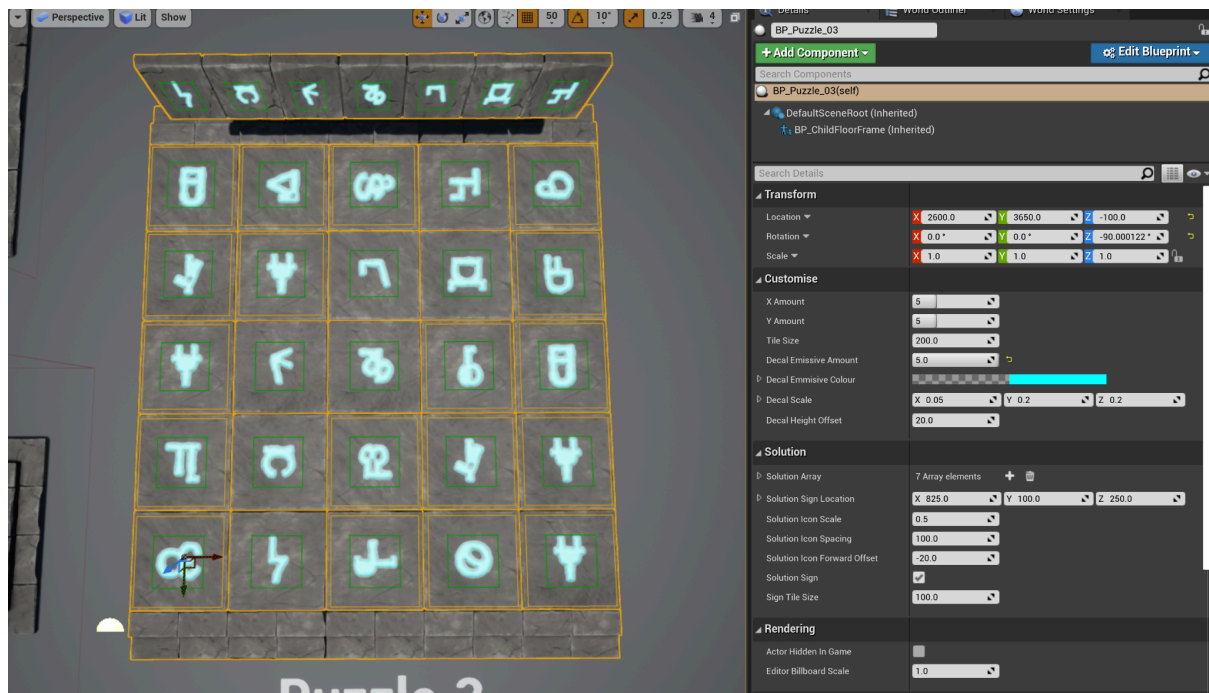
To customise the puzzle you will need to alter the blueprint, double click to open it
Find the section door activations.

The buttons are in order from top (button 1) to bottom (button 5), between the “Checks” function and the “set button lights” is where alteration are made.

Arrange the “Flip Flop button” function to the combination you want (index indicates which button gets affected), you will need to test after changing as some combinations are either too easy or outright impossible.



Puzzle 3



Goal

Traverse from one side to the other by following “safe” tiles.
None safe tile break and the player can fall onto a damaging area.

Customising

See [Customising](#) for shared controls.

Decal

Decal Emissive Amount : Change the brightness of the runes glow

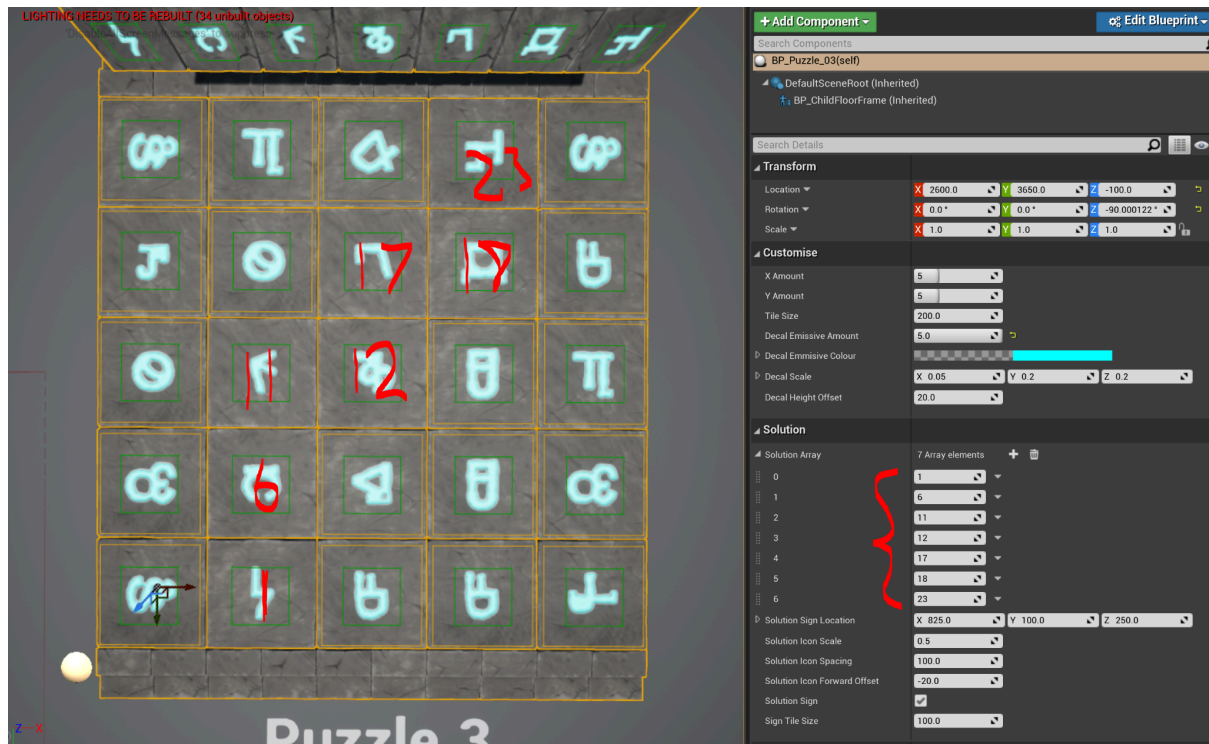
Decal Emissive Colour : Change the rune glow

Decal Scale : Sets the Rune size

Decal Height Offset : Alters the height of the decal, used if tile meshes are changed

Solution

Solution Array : Sets the safe tiles indexes. This depends on the X/Y amount to alter, see image for example of indexes (note the first tile is index 0, Not index 1)



Solution Sign

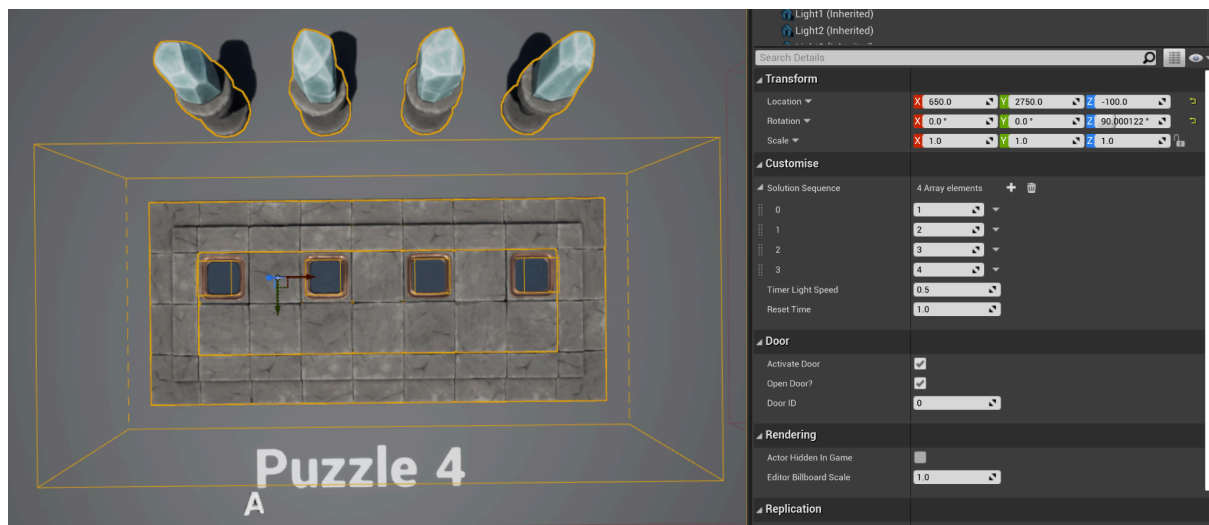
Location is the position from the parent puzzle Not its world location, this also takes into account rotation, so X/Y/Z are relative not world.

Icon scale, spacing and forward offset are for the decals that are associated with the sign

Solution sign : turns off the sign altogether

Sign tile size : used if the sign mesh is altered

Puzzle 4



Goal

Press the buttons in the same order as the crystals, repeat until all show active.

Customising

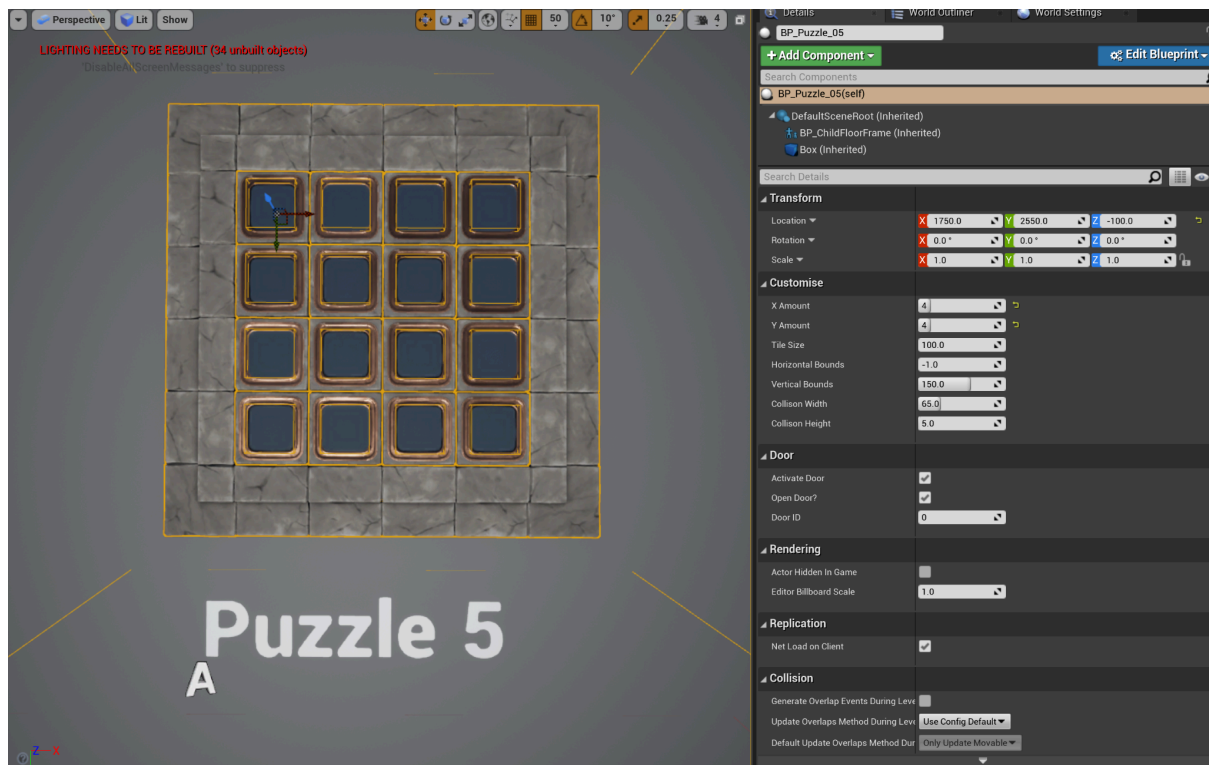
See [Customising](#) for shared controls.

Solution Sequence : set the order the puzzles solution, click the + button if you want a longer sequence

Timer Light speed : sets the amount of time the lights stay on when showing the sequence.
Deactivates buttons while sequence is showing

Reset Time : Time taken for reset. Deactivates buttons while resetting

Puzzle 5



Goal

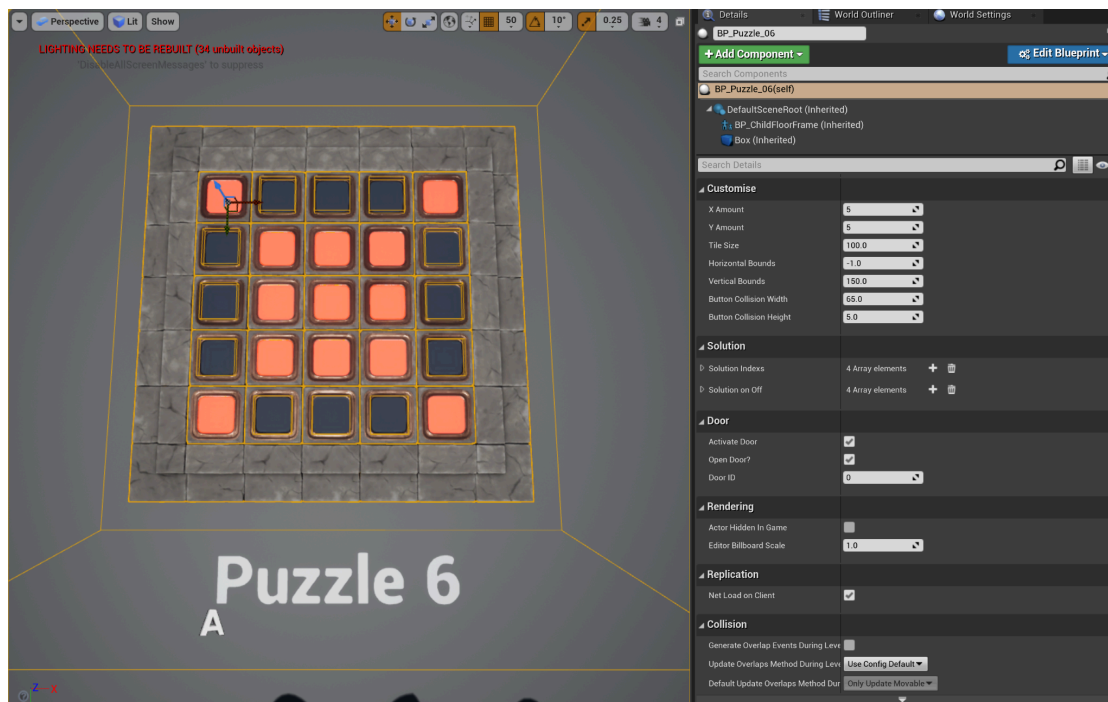
Turn all Buttons on, Buttons activate adjacent ones

Customising

See [Customising](#) for shared controls.

Larger puzzles are much harder

Puzzle 6



Goal

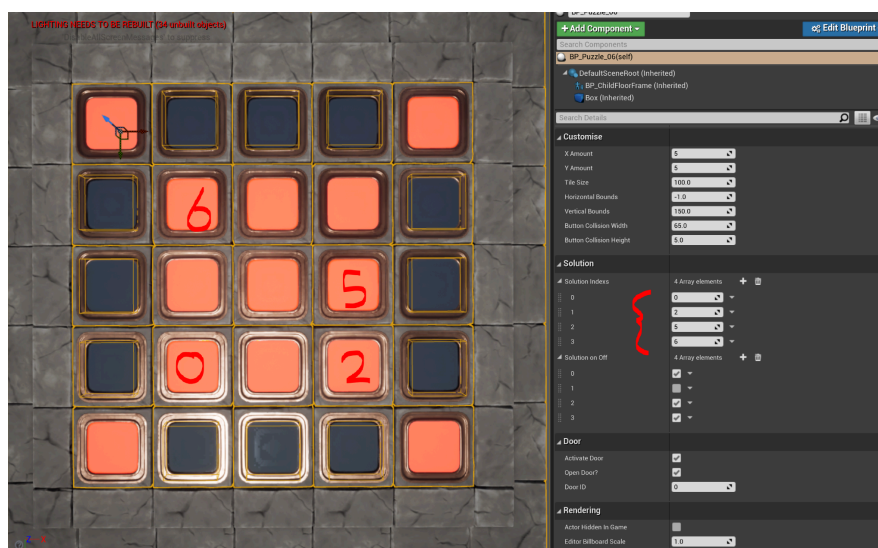
Turn on all 4 corners, 4 of the lights of the grid need to be either on or off to activate its corner, edge buttons turn on/off the row next to it.

Customising

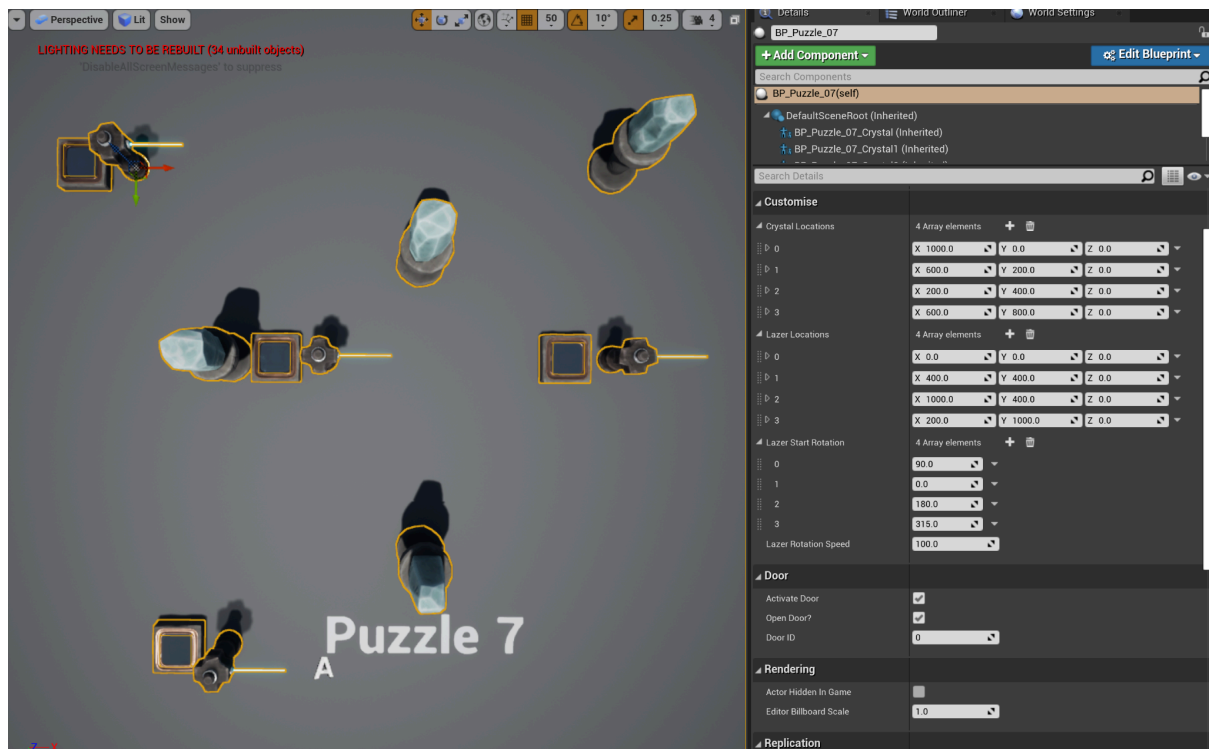
See [Customising](#) for shared controls.

Solution Indexes : Sets which Lights are the activating ones

Solution On/Off : Sets if Light needs to be on or off for solution



Puzzle 7



Goal

Activate all crystals by turning the lasers to the correct angles.

Customising

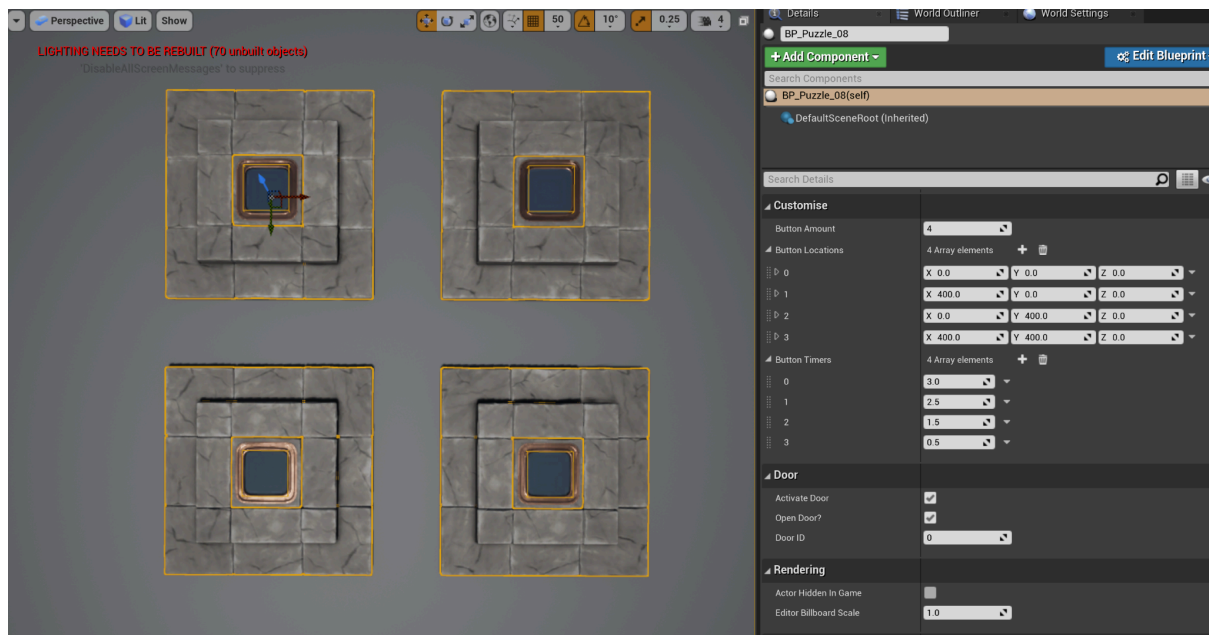
Crystal Locations : sets the locations of the crystals relative to the puzzle location

Laser Locations : sets the locations of the lasers relative to the puzzle location

Laser start rotation : starting rotations, need to be in increments of 45 degrees

Laser rotation speed : time taken for laser to make its next direction

Puzzle 8



Goal

Activate all buttons, each one has a different reset delay time.

Customising

Button Amount : sets how many buttons there are, Location and timer arrays will need to be altered if changes, click the + button if adding more or click the down arrow at the side of the array item and delete if removing amount of buttons

Button Locations : Sets locations of buttons relative to the puzzle

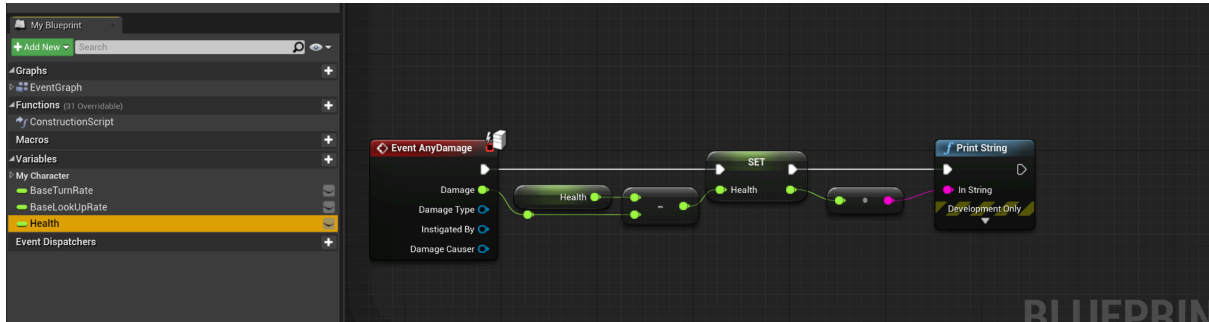
Button Timers : sets the buttons reset delay time

Traps

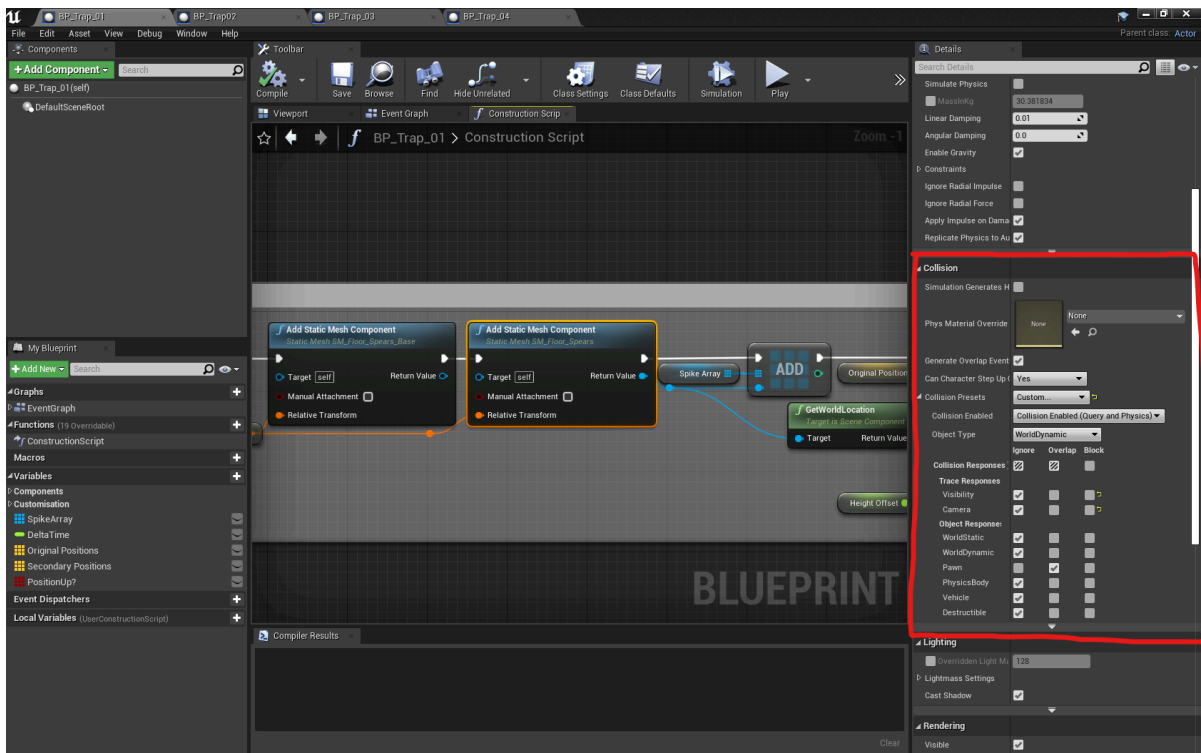
Damage

For damage to happen you will need to set up how the damage affects your player in your player blueprint.

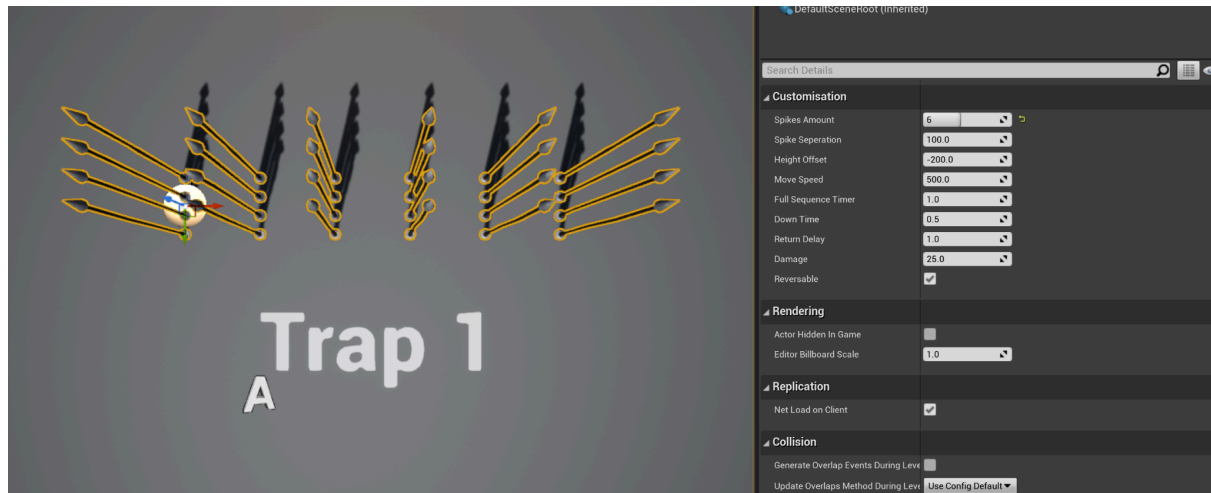
This is an example of a simple setup.



If damage does not happen, check for the spawned components collision, by default it is set to pawn overlap only to prevent other moving objects from activating them.



Trap 1



Spikes Amount : self explanatory

Spikes Separation : distance between spikes

Height Offset : Vertical distance the spikes travel, Alter if Mesh is changed

Move Speed : Spike speed

Full Sequence Timer : time between first spike moving down and last moving up

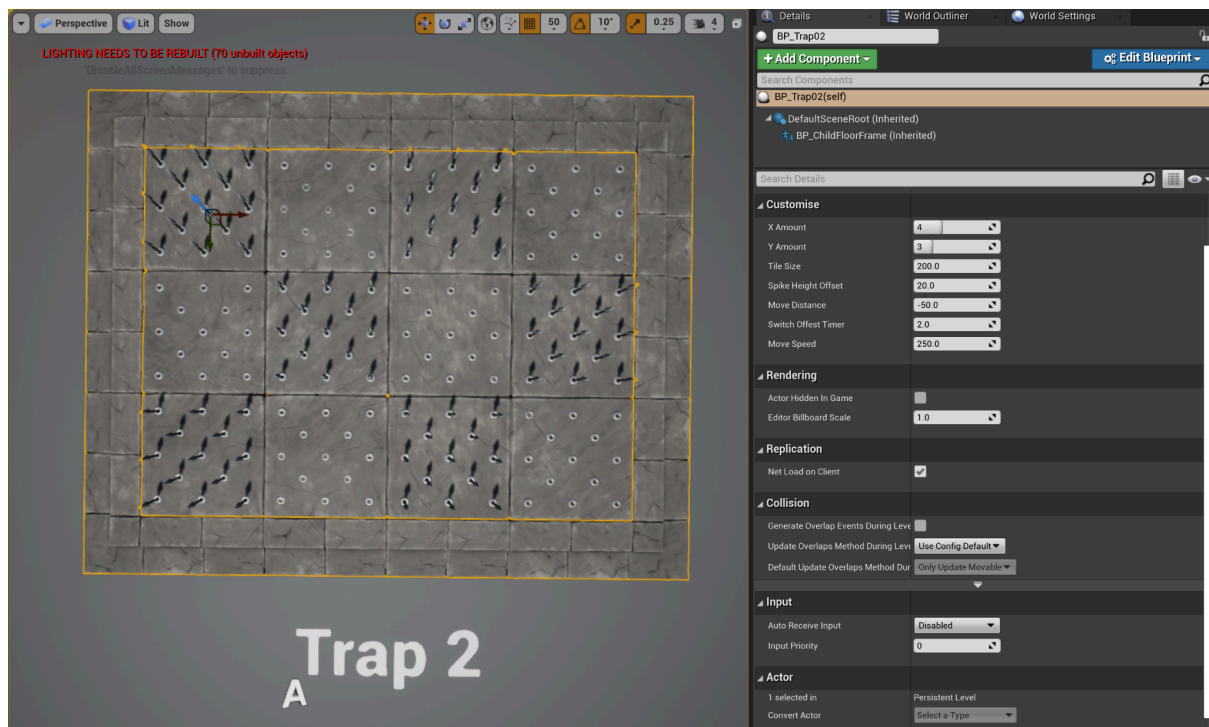
Down Time : time between when all spikes are down and when the begin to move back up

Return Delay : time between spike sequence

Damage : amount of damage of first contact

Reverable : whether spike sequence happens from front to back then back to front or just front to back

Trap 2



X / Y amount : changes the size of the puzzle, Can change traps spike pattern

Tile Size : If you change the mesh associated with the tiles this can be used to adjust the spacing of the tiles

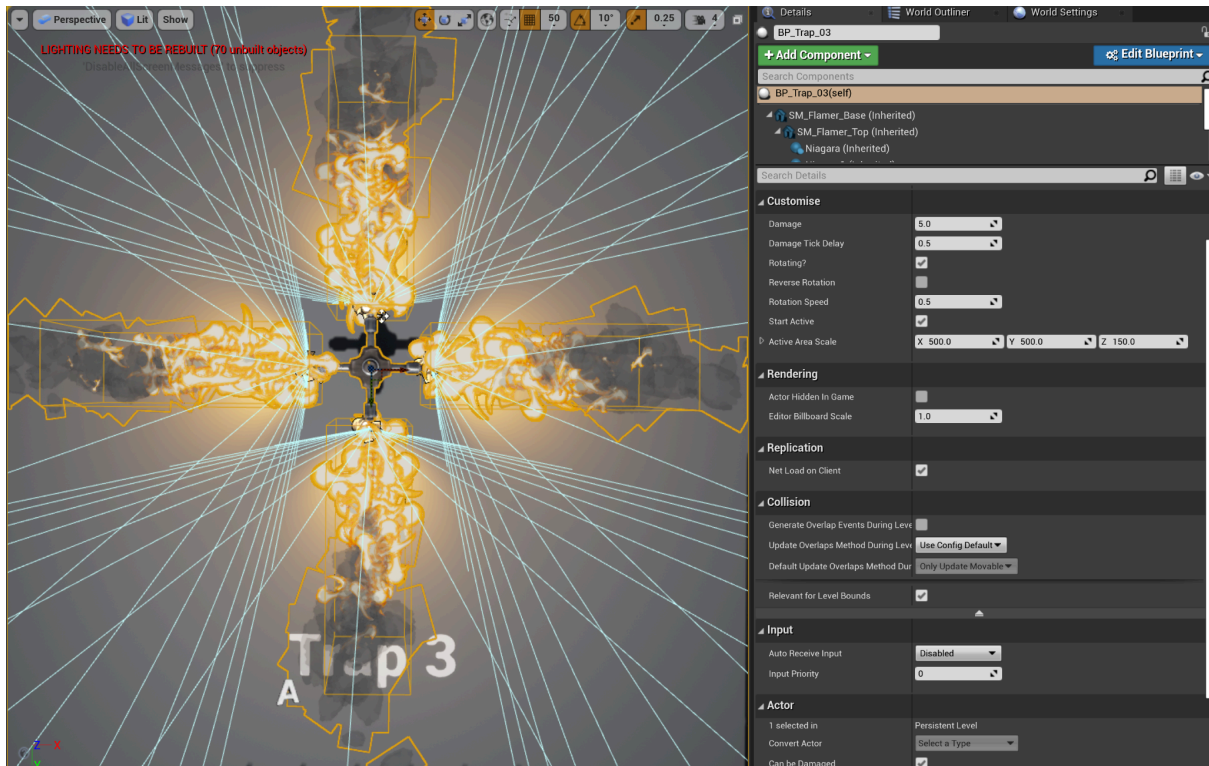
Spike Height Offset : sets the spikes start (up) position

Move Distance : distance spikes move

Switch offset timer : time between spikes moving

Move speed : speed of spikes moving

Trap 3



Damage : damage per tick

Damage tick delay : time between damage happening

Rotating : whether the trap rotates or not

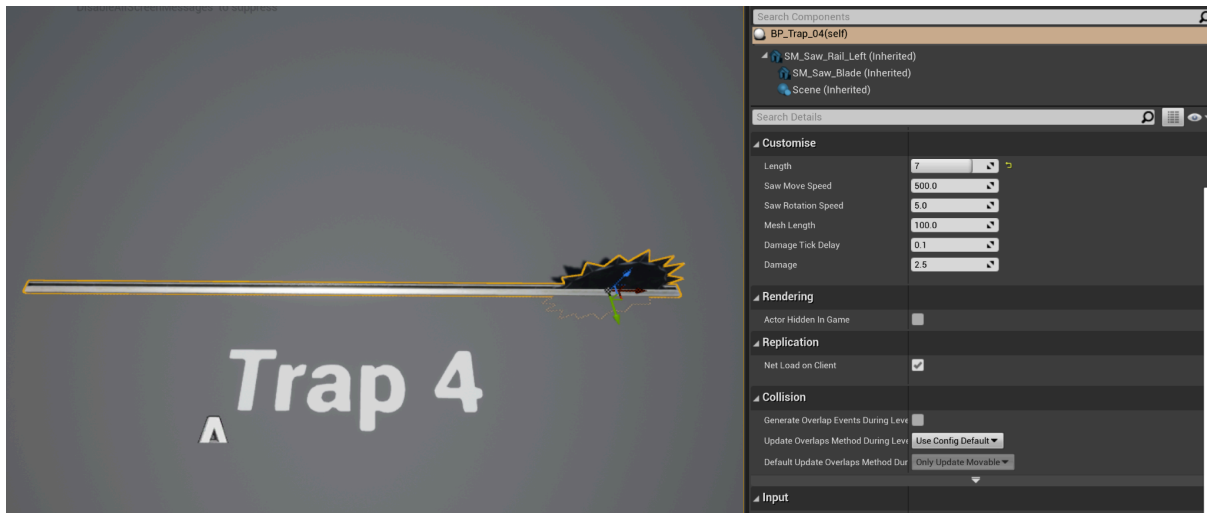
Reverse rotation : whether the trap rotates clockwise or anti-clockwise

Rotation speed : self explanatory

Start active : if not active the trap will activate when character enters the active area

Active area scale : size of active area if set to 'not start active'

Trap 4



Length : distance saw moves

Saw move speed : self explanatory

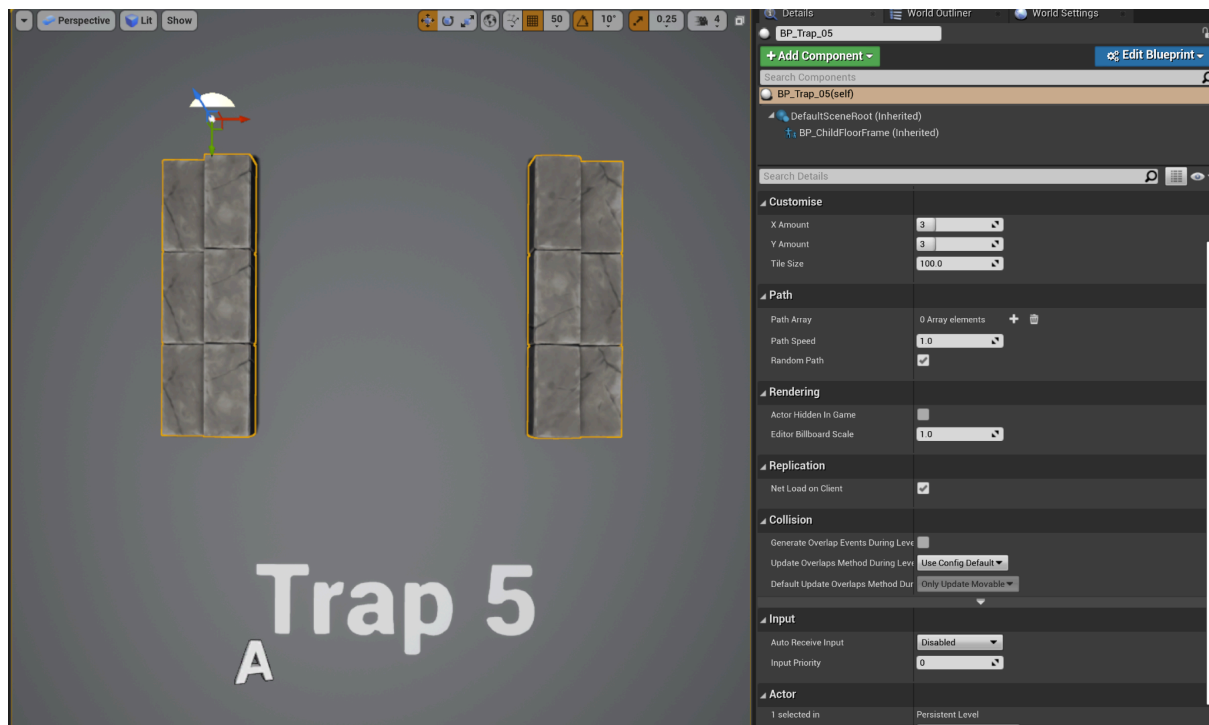
Saw rotation speed : self explanatory

Mesh length : used if using a different mesh

Damage tick delay : time between damage happening

Damage : damage per tick

Trap 5

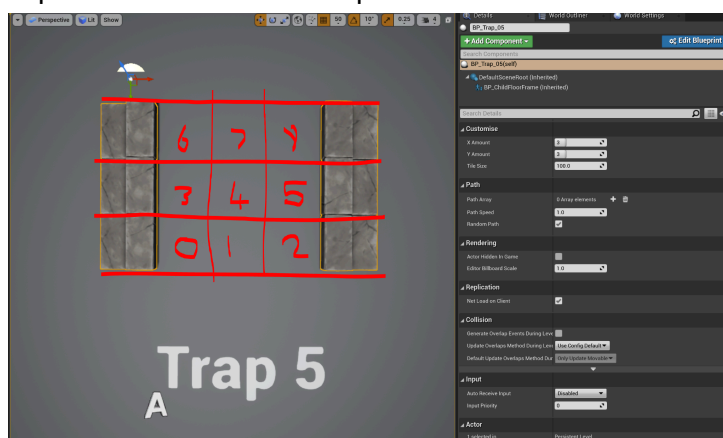


Tiles spawn and despawn over a pit in sequence, Show area is used to visualise where the tiles will spawn but should be off when playing

X / Y amount : changes the size of the trap

Tile Size : If you change the mesh associated with the tiles this can be used to adjust the spacing of the tiles

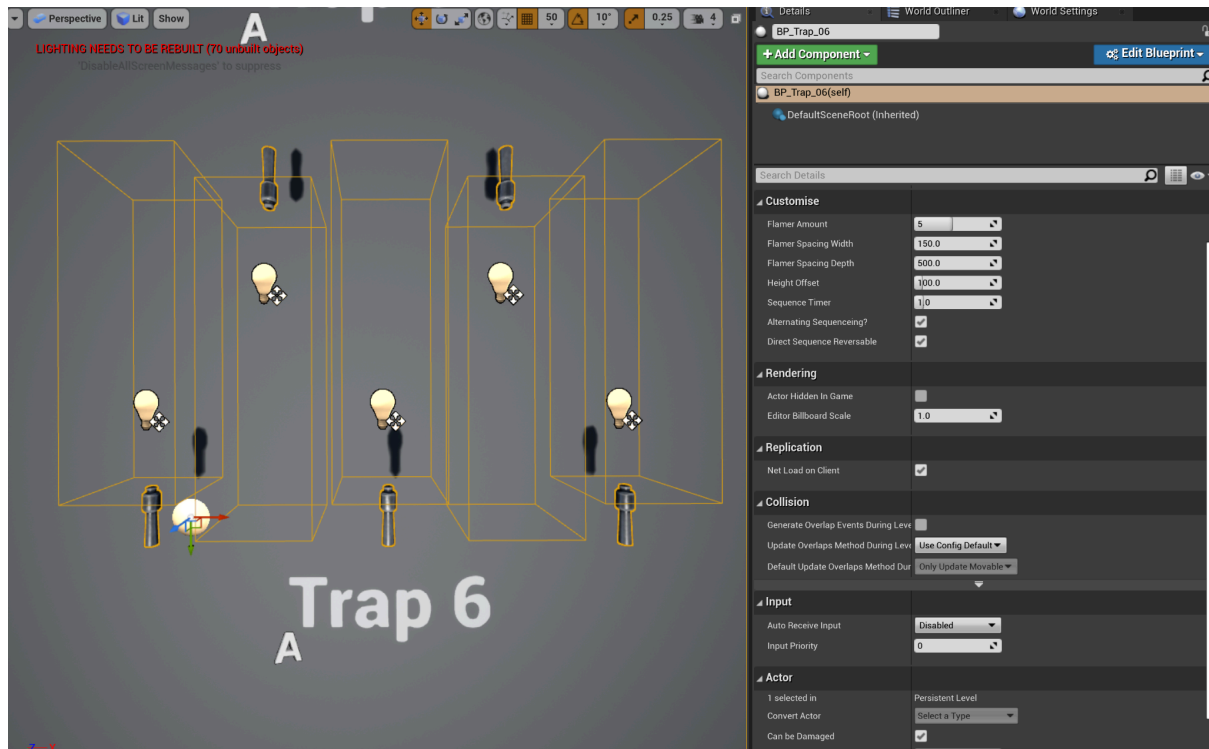
Path array : order in which tiles appear based on index, see image for example, changing trap size will alter index sequence



Path speed : time tiles are active for

Random Path : overrides path array for a random one

Trap 6



Flamer Amount : how many flamers in a line

Flamer Spacing Width : distance between flamers front to back

Flamers Spacing Depth : distance between flamers left to right

Height offset : height above trap origin location

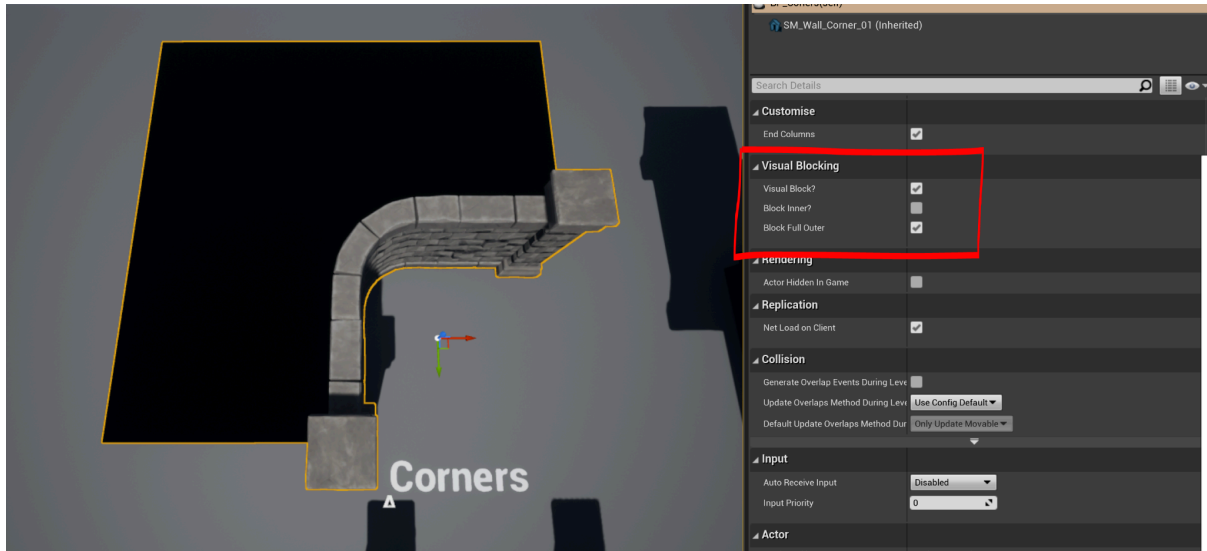
Sequence Timer : time between flamer on off

Alternating Sequence : changes flamer activation pattern, alternate or direct

Direct sequence reversible : changes from front to back back to front and just front to back

Modular Dungeon

Visual Blocking

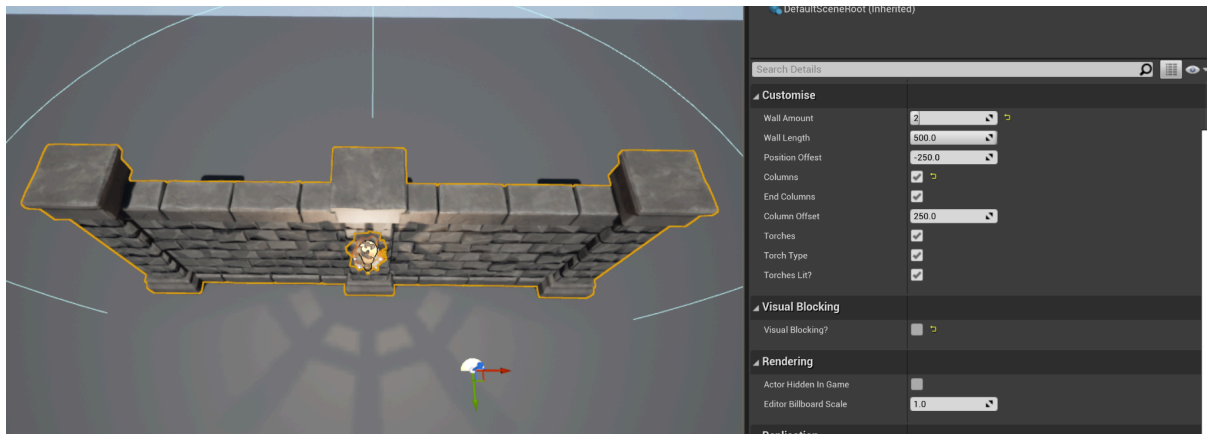


For each modular bp there are options for visual blocking, this adds an unlit black mesh on the outer side of the mesh, this is to hide the back side of the meshes when on a blackout level, this is to make the level look cleaner.

The corner has extra options for how you want the visual blocker

They can however be turned off if wanted.

Walls



Wall amount : self explanatory

Wall length : Change if using an alternate mesh

Position offset : wall offset from bp location

Columns : turn columns on off

End columns : self explanatory

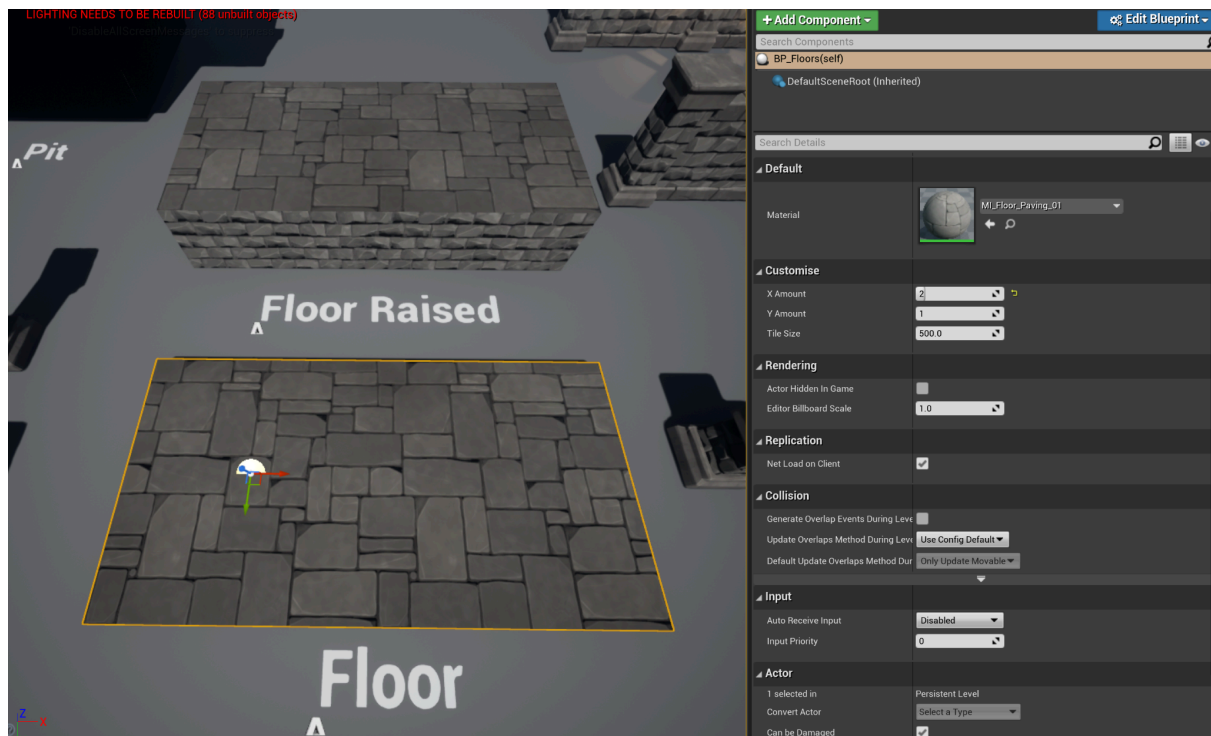
Columns offset : position along wall

Torches : self explanatory

Torches type : switches between torch variations

Torches lit : flames and lights on off

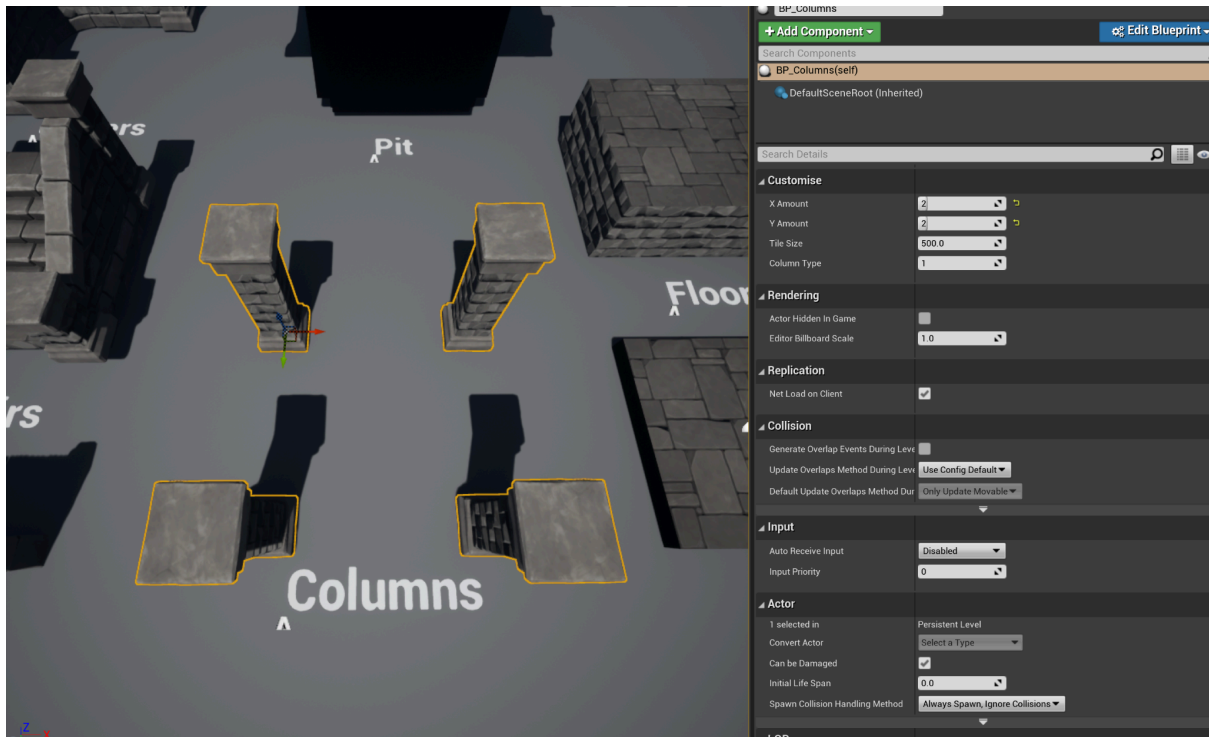
Floors



X / Y amount : changes the size of the floor

Tile Size : If you change the mesh associated with the tiles this can be used to adjust the spacing of the tiles

Columns

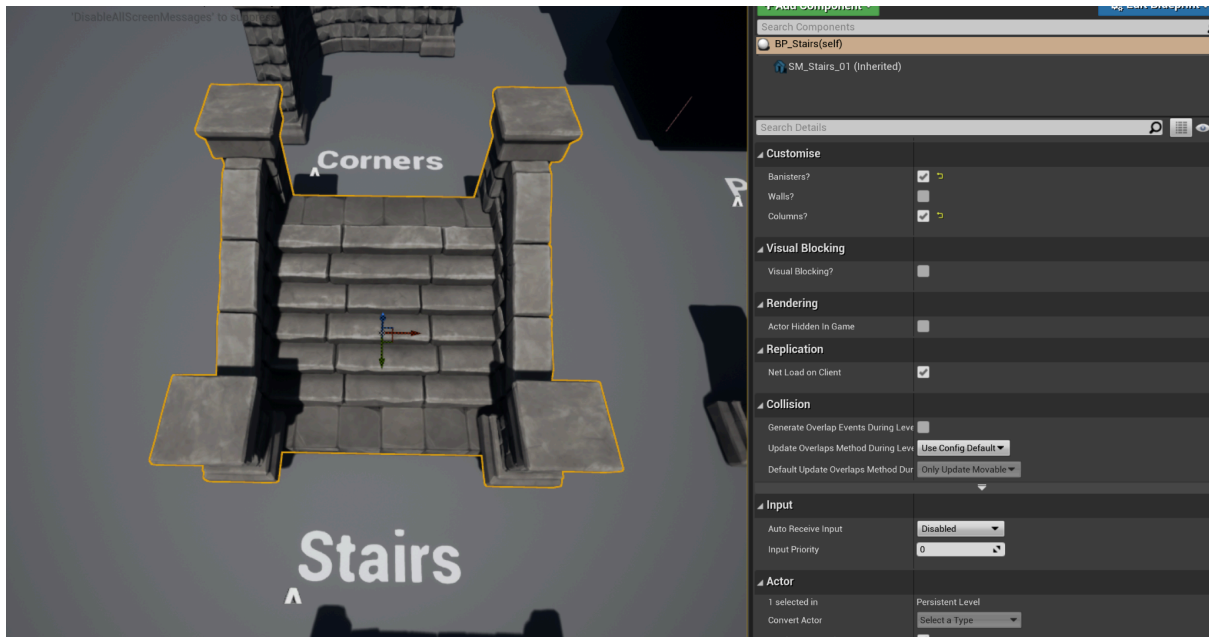


X / Y amount : changes the amount of the columns

Tile Size : If you change the mesh associated with the tiles this can be used to adjust the spacing of the tiles

Column type : changes between small medium and standard meshes

Stairs

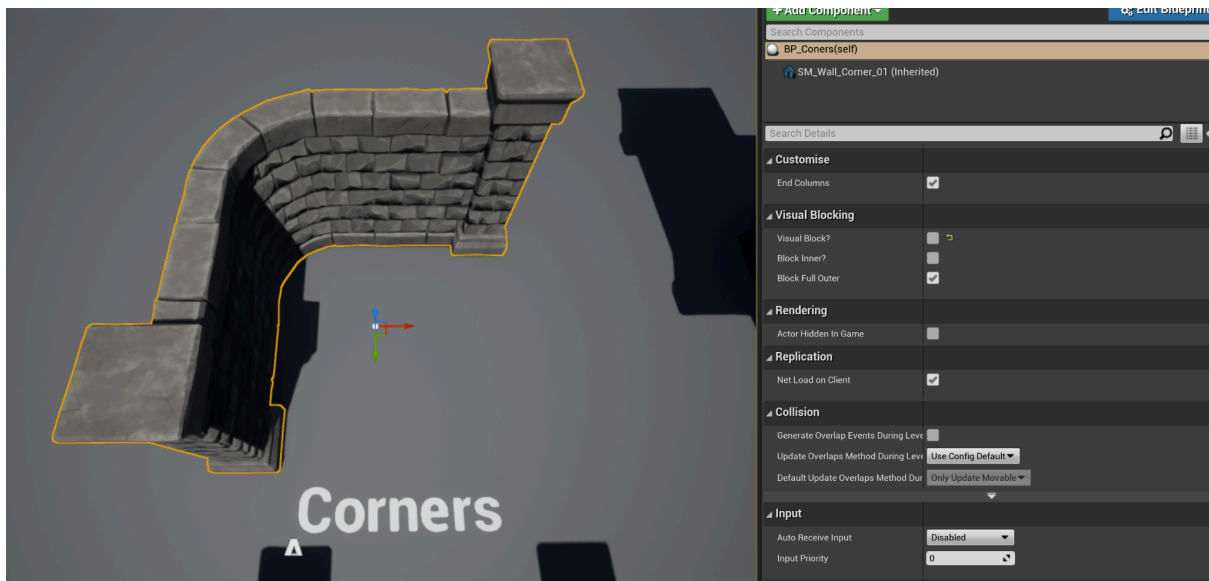


Bannisters : Add bannisters

Walls : Add walls

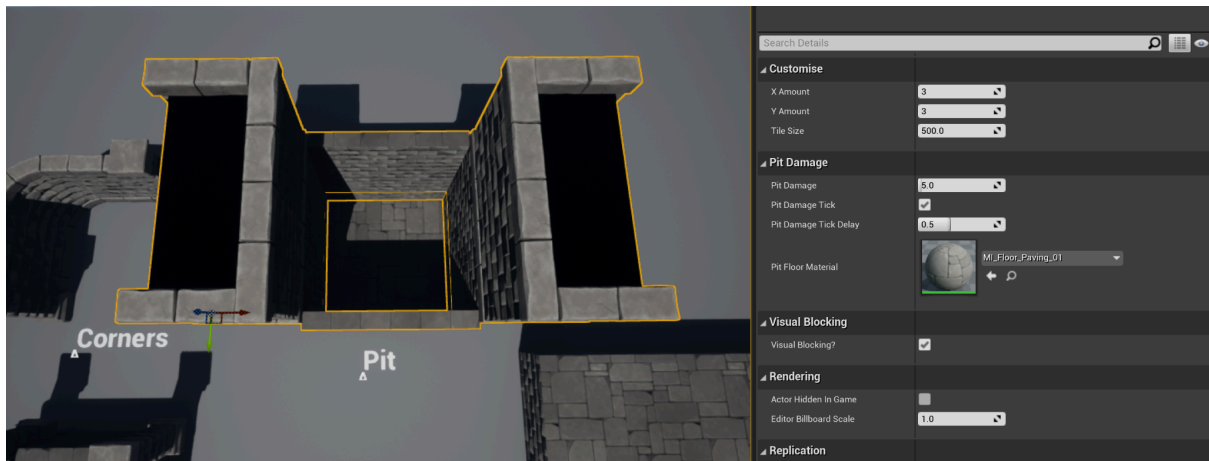
Columns : Add columns

Corners



End columns : use columns

Pit



X / Y amount : changes the size of the pit

Tile Size : If you change the mesh associated with the tiles this can be used to adjust the spacing of the tiles

Useful Links

[Create a 3rd person project](#)

Support

Howittworks@yahoo.com