

Here's a link to the video I used to create this template.

The first thing I did was import Lyra Locomotion into my project.

<https://www.youtube.com/watch?v=uZV8NhZqYq8>

And I tried to understand this and change it.

<https://docs.unrealengine.com/5.1/en-US/animation-in-lyra-sample-game-in-unreal-engine/>

<https://www.youtube.com/watch?v=4JkxF5jeUR0&list=PLnw5Ksxp8i-E0naEyDYyDGL0Fxp7J-S35>

<https://www.youtube.com/watch?v=tpSHJAIRMEY&t=17s>

<https://www.youtube.com/watch?v=M9mEWr4cD00&list=PLSCf9vYpqk3PvJgtIVXhV1XHngd-VC-Nw&index=1>

I studied the Lyra Starter Game to make this an FPS.

<https://docs.unrealengine.com/5.1/en-US/lyra-sample-game-in-unreal-engine/>

<https://www.youtube.com/watch?v=IhD9nZ2DqRc&list=PLCGBT455S4f0dXvdulOsk-E0Qk3SolnrQ>

https://www.youtube.com/watch?v=xu3OpTMod_8&list=PL-jx4EbCWgg-qzuGZJbbhDwf3UWWMRACS

<https://www.youtube.com/watch?v=UebrG2Ex2Qo>

After watching this, you may find it helpful to study the Character Blueprint and Animation Blueprint.

Animation needs to know the Linked Animation Layer.

<https://docs.unrealengine.com/5.1/en-US/using-animation-blueprint-linking-in-unreal-engine/>

<https://docs.unrealengine.com/5.1/en-US/animation-in-lyra-sample-game-in-unreal-engine/>

<https://www.youtube.com/watch?v=WAKiE6rQutU>

Layered blend per bone

<https://docs.unrealengine.com/5.1/en-US/animation-blueprint-blend-nodes-in-unreal-engine/#layeredblendperbone>

<https://docs.unrealengine.com/5.1/en-US/blend-masks-and-blend-profiles-in-unreal-engine/>

<https://www.youtube.com/watch?v=kVDFc419ful>

Animation and Procedural Animation References

https://www.youtube.com/watch?v=9PJ_-8ZuWsc&list=PLzykqv-wglQXz6qLDE-wswVJ7pEH9ziKx&index=9

<https://www.youtube.com/watch?v=TrS5oaimIII&list=PLxYB4IVFm8q6tf3boC1Nm4A8AB2RMCpXn>

<https://www.behance.net/gallery/89722101/FPS-Tutorial-Unreal-Engine>

https://www.youtube.com/watch?v=kxu6QHeEa0Y&list=PLwgtr5nTUWNU_yYr3yOxNyOfcOfS30egL

<https://www.youtube.com/watch?v=DR4fTIIQnXg>(Unity Tutorial)

I have watched many Udemy Shooter Tutorials.

<https://www.udemy.com/course/unreal-engine-5-blueprints-fps/>

<https://www.udemy.com/course/unreal-engine-blueprints-the-ultimate-developer-course/>

<https://www.udemy.com/course/unreal-engine-the-ultimate-shooter-course/>