

UI Mini Games Pack

Setup

For the demo you can simply drag and drop the “BP_Menu_AddToEmptyLevel” found in the DemoBP folder into an empty level, Save and press play. It can be used as a guide on how to add a widget to the viewport.

This is unreal's guide to using widgets:

[Creating Widgets](#)

Customisation

Flipper

This game can have its grid size (amount of buttons) altered by changing the “Grid Size” Variable to the desired amount. The higher the number the harder it gets, would advise not to exceed 10

Shuffle duration is the time allotted to randomising the board, larger grid sizes will need more time to shuffle

To change the button images you will need to change the “Styles” in the UI_FlipperButton There are two, one for on and one for off

Jigsaw

To change the image used you will need to change the “ReflImage” in the UI_Jigsaw widget and in the Image in the M_Jigsaw material

To change the grid size you will need to make a new set of jigsaw alphas (T_Jigsaw_Diff) The new texture will need to be created with the desired grid size in mind and each piece will need to be in a grid pattern and Half the size of one grid square

Once the new texture has been applied to the M_Jigsaw material the grid size can be altered to reflect it

Lock Pick 1

Angle Margin is the margin of error a player gets when playing. A smaller value will increase the difficulty and a higher on makes it easier, recommended no to go below 10 or above 45

Pick Health is how long a player can click in an incorrect spot before the fail state, smaller values will make it harder and larger values makes it easier

Lock Pick 2

Margin is the margin of error a player gets for a try. A smaller value will increase the difficulty and a higher one makes it easier, recommended not to go below 10 or above 45

Pin Move Distance is the distance travelled by each pin, best to keep in mind the textures used when altering this

Pin Speed is how fast a pin moves in a direction. A smaller value will lower the difficulty and a higher one makes it harder, recommended not to go below 100 or above 500

Tries Max is how many attempts a player gets before a fail state occurs

Pairs

Grid size is how many Cards are displayed. Cannot exceed 10

Note Odd numbers will make the game unbeatable due to there being a spare each time

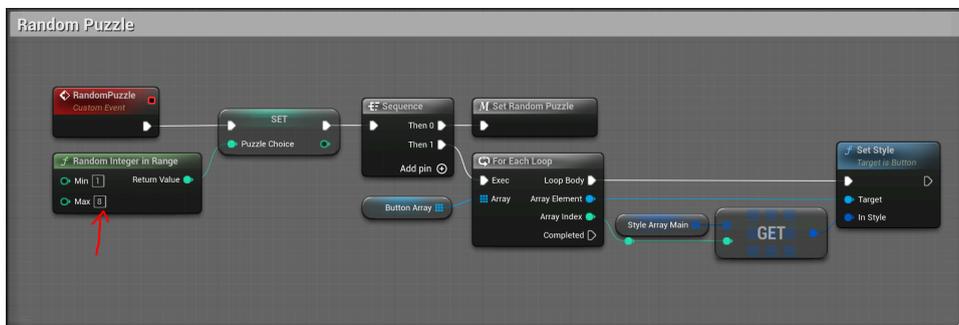
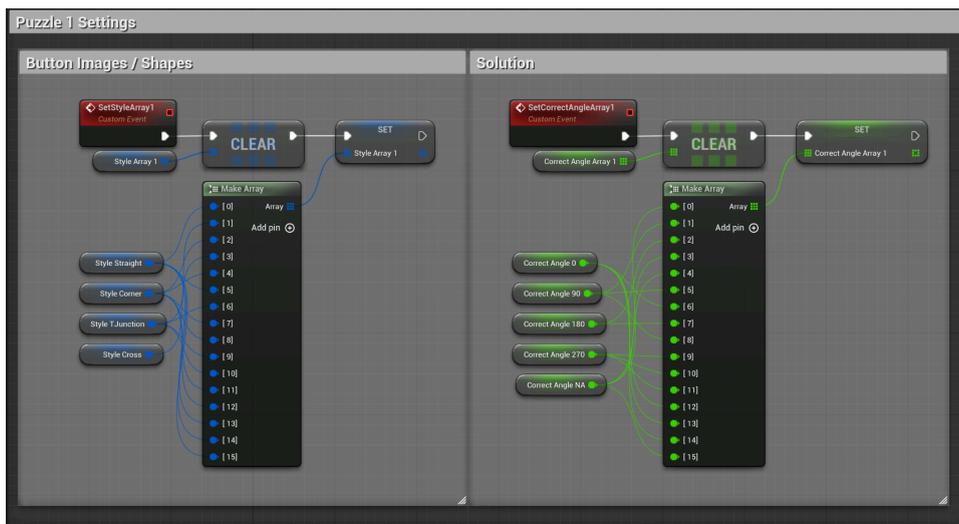
Font size will need to be altered depending on grid size or preference

Pipes

To change the grid amount you will need to make more (Copy) the existing buttons

Note changing the amount of buttons will void the existing solutions

To add more variations of the game you will need to make more Puzzle settings which include making a Style Array and Correct Angle Array using the existing ones as reference And then increase the max integer in the Random Puzzle section and add a new line in the “Set Random Puzzle” macro



Ring Rotation

The only customisable thing would be the shuffle duration, altered by changing the delay in the shuffle section

Slider

Grid size changes how many buttons the image is split by, higher values increase difficulty and lower makes it easier, min 2 max recommended 10.

Shuffle Duration changes how long the initial shuffle happens for

To change the image used change the "ReflImage" and change the "M_Slider" texture

Twister

Grid size changes how many buttons the image is split by, higher values increase difficulty and lower makes it easier, min 2 max recommended 8

Shuffle Duration changes how long the initial shuffle happens for

To change the image used change the "M_Twister" texture

Support

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