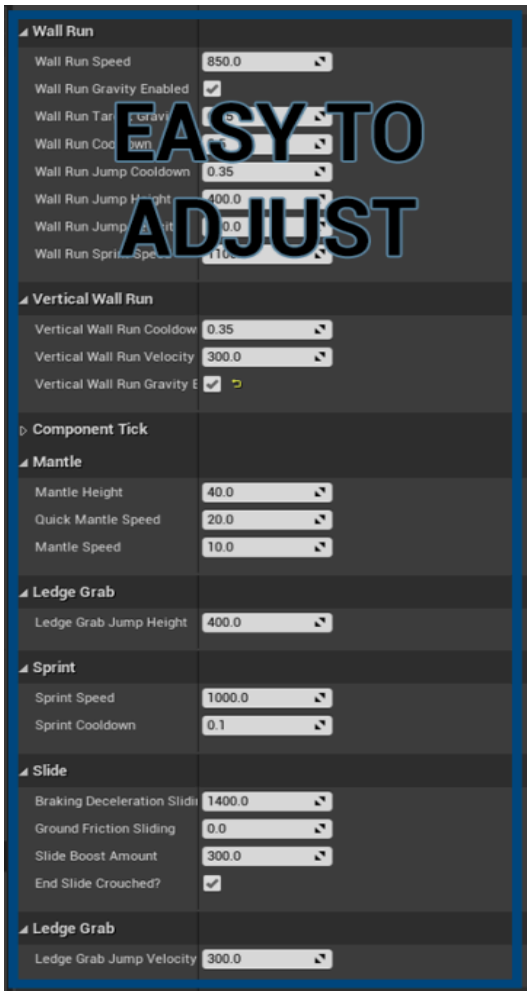


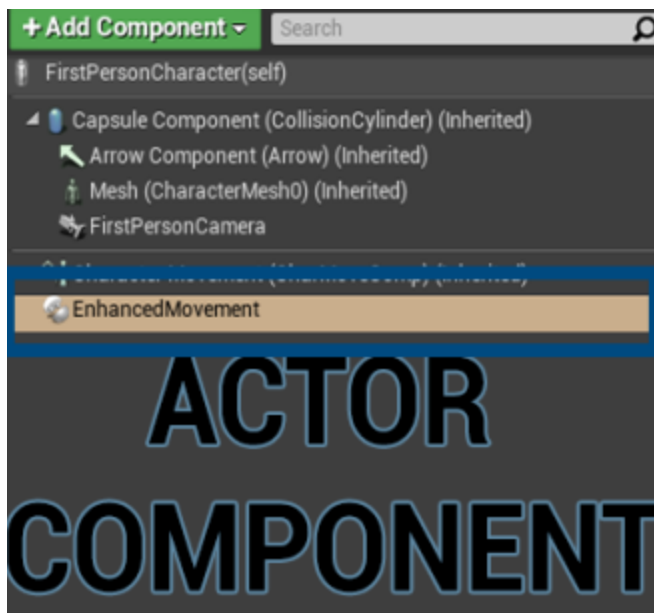
Enhanced Movement Game Template Documentation



Basic Implementation Overview:

The Enhanced Movement Game Template (EMGT) uses an Actor Component to manage all added gameplay functionality.

This Component has a number of variables exposed to allow for easy configuration of all movements added by the EMGT. These can be changed in the details panel of the character actor that the component has been added to.



Basic Setup:

Setup consists of first adding the Enhanced Movement Actor Component to the character you would like to use the expanded movements with.

From there you should add appropriate control input calls as demonstrated on the FirstPerson character example included in the project files.

