DOCUMENTATION

PROJECT SETUP

1. Add the **tutorial component** to your project via the EPIC launcher.
2. Add BP_TutorialComponent to your player controller, if you have no character yet, you can use the BP_TutorialExampleController (and assign it to your game mode)
3. Implement the I_TutorialController and return the BP_TutorialComponent in the RequestTutorialComponent interface function.

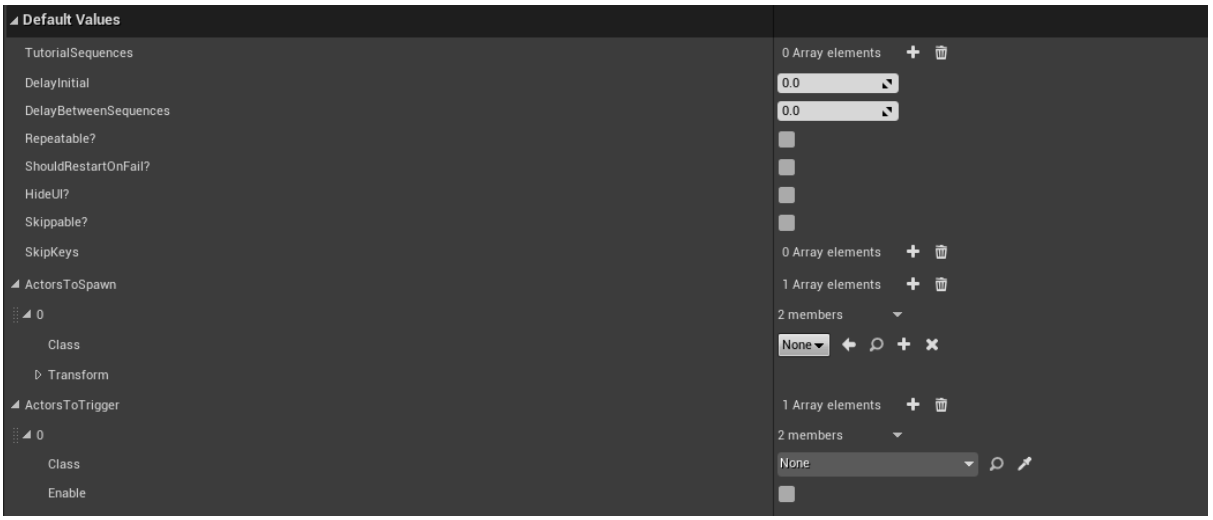
PROJECT STRUCTURE

- Important Blueprints
    - BL_TutorialLibrary
        - Gives you global access across all BP's to your tutorial component
    - BP_TutorialComponent
        - The main BP
        - Starts tutorials (if possible)
        - Saves successfully finished tutorials
        - Restarts the tutorial on fail
    - BP_TutorialExampleController
        - Example controller with the BP_TutorialComponent added and the I_TutorialController implemented
    - BP_TutorialRichImageDecorator
        - Stores the DT_TutorialImages to exchange to an image in the data table
        - Has to be added to the rich text document as a decorator
    - BP_TutorialSaveGame
        - Saves the already successfully finished tutorial **names** (names are here the row names in the tutorials data table)
    - I_TutorialController
        - has to be implemented by the player controller
    - I_TutorialInteractions
        - should be implemented by actors that should get enabled/disabled by tutorials
    - I_TutorialWidgets
        - should be implement by tutorial widgets to have custom construct/destruct

- Widgets
    - W_TutorialMain
        - the main widget that takes care of the tutorial sequences and adds for each sequence a W_TutorialItem with the corresponding informations
        - Also implements the skip behaviour
    - W_TutorialItem
        - implements all 3 condition types and calls finished when conditions are met
        - on pre construct set all visual settings (text, conditions, font etc..)

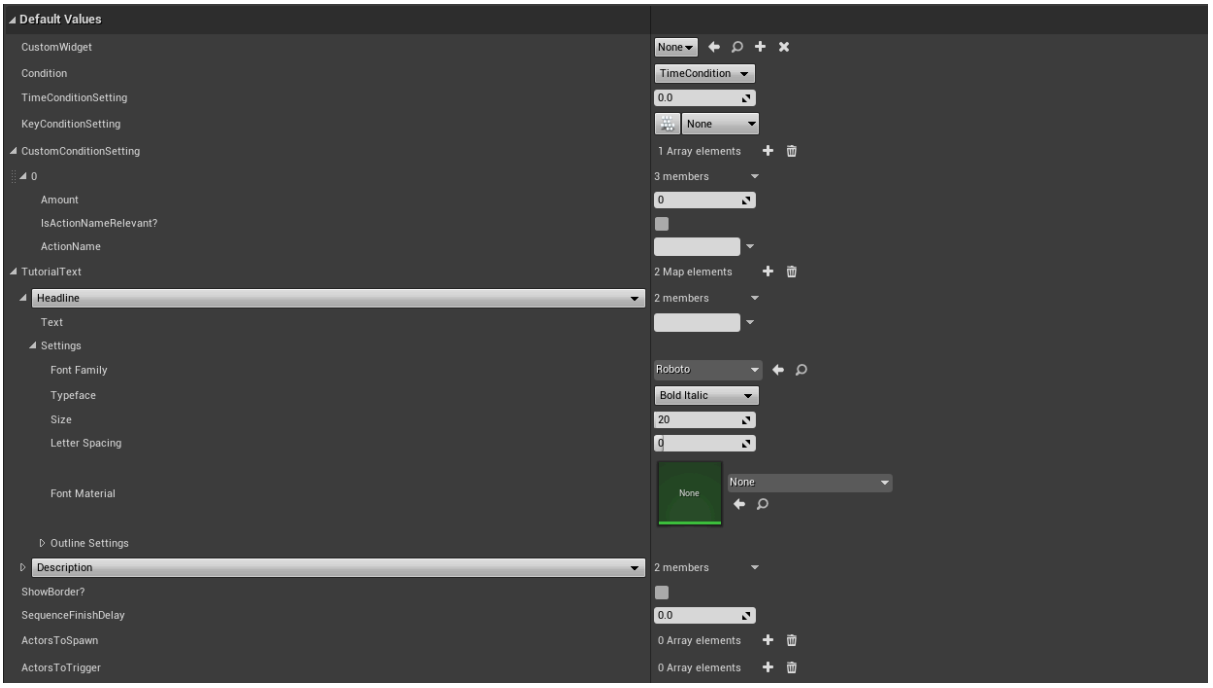
MAKE YOUR FIRST TUTORIAL

1. To create your first tutorial it is necessary to follow closely the project setup steps before you create your own tutorial. If you have finished the setup, everything that is necessary for your own tutorial can be defined in a data table. The struct to use for the data table is called “S_TutorialMain”. You have several variables that define the behavior of your tutorial:



- **Repeatable?**: if you can repeat the tutorial when it is triggered the second time (f.e. the second time you start the game)
- **ShouldRestartOnFail?**: if the tutorial automatically restarts on fail (resets all triggered objects)
- **HideUI?**: if you want to call HideUI to hide your general UI (like interface, quest system etc). To implement the HideUI feature, you simply assign in your UI component/widget the HideUI dispatcher from the BP_TutorialComponent and implement your desired behavior!
- **Skippable?**: if it is skippable by pressing a key defined by you in **SkipKeys** (if you skip the tutorial it is automatically registered as successfully, ActorsToSpawn/ActorsToTrigger of the *TutorialSequences* are *not triggered* then!)
- **ActorsToSpawn/ActorsToTrigger**: as name suggests, actors that will be spawned and triggered after the tutorial is finished. ActorsToTrigger are Soft Object references, which means you can assign actors from the current level (they need to implement the I_TutorialInteraction to receive the TriggerEvent call)

2. Once you are satisfied with your general settings, we can add our first tutorial sequence, where you can define the tutorial text and the conditions that need to be met to trigger the next tutorial sequence or finish the tutorial if there is no tutorial sequence left:



- **CustomWidget**: adds instead of usual W_TutorialItem your own widget, the downside is that all logic has to be implemented by you (taking care when you should advance in the tutorial, take a look at the W_TutorialItem on how everything is setup)
- **Condition**: (Very important)
    - TimeCondition: the tutorial will be finished after a certain amount of time (*TimeConditionSetting*)
    - KeyCondition: a key has to be pressed to finish the tutorial sequence. The key can be defined in *KeyConditionSetting*. The key will also be displayed in the UI ingame.
    - **CustomCondition**: the most “powerful” condition. In CustomConditionSettings you can define the amount of “successful” actions are needed, if you use a specific action name and if the name matters. CustomConditions are fullfilled by the following call: “BP_TutorialComponent -> ReceivedCustomProgress” with optional ActionName. This can be called for example when a player overlaps a trigger. An example is included in the project.
- **TutorialText**: (Text for your tutorial)
    - Headline: The headline that is at the top of the tutorial widget. If left empty it won’t show up.
    - Description: your tutorial description that should explain what the player has to do in this TutorialSequence
    - General: you can define the TextSettings as you want (Font, Size etc). If you want to add images, you just have to type and add the row with your image to the DT_TutorialImages. You can also add

different text styles, like **bold** words into your text with the following command <ExampleRowName>ExampleWord</> with the ExampleRowName being an entry in the DT_TutorialTextStyles.

- **ShowBorder**: Should the UI have a border? (very simple visual adjustment)
- **SequenceFinishDelay**: Additional delay after the TutorialSequence was successfully finished.
- **ActorsToSpawn/ActorsToTrigger**: Same as above, but these are called when the TutorialSequence does start, not at the end.

3. Now go back to your character controller and select your newly created DataTable and Row in the startup tutorial of your tutorial component. (for other example to trigger the tutorial take look at the example map, you can call every tutorial like this: get BP_TutorialComponent->TriggerTutorial (DataTable + RowName)

WRAP UP

I hope the documentation helped you to understand the basic functionality of the **tutorial component**.
Feel free to join the discord server, if you have any questions:
https://discord.gg/9QmU8rjnCT