



Chapter 1


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MARKETPLACE CONTENT RELEASE

Jon Jones on May 6, 2015 | [Community](#), [Marketplace](#), [News](#)

Happy Wednesday, everybody! As we all know, it's time for another Marketplace content release. I'm particularly excited about this one because not only is it ten great new releases, but it's an awesome assortment of prototyping tools and starter kits for making an even wider array of games. Whether you're making a real-time strategy game, an RTS, or simply want to block out levels quickly and efficiently, we've got you covered! Have a look, because this really is a great release week.



FEATURED

- **Unreal Engine 4.7 Released!**
Feb 24, 2015
- **Epic Launches Unreal Dev Grants**
Feb 19, 2015
- **Building Unreal Paris**
Feb 13, 2015
- **An Epic Life at Epic Games**
Jan 19, 2015
- **Measuring Success**
Dec 8, 2014

TAGS



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02

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Get Unreal Tournament


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Get UE4 Full Source Code

Learn about [linking your Github account](#) to download the UE4 Source Code.

[NEED HELP?](#) 



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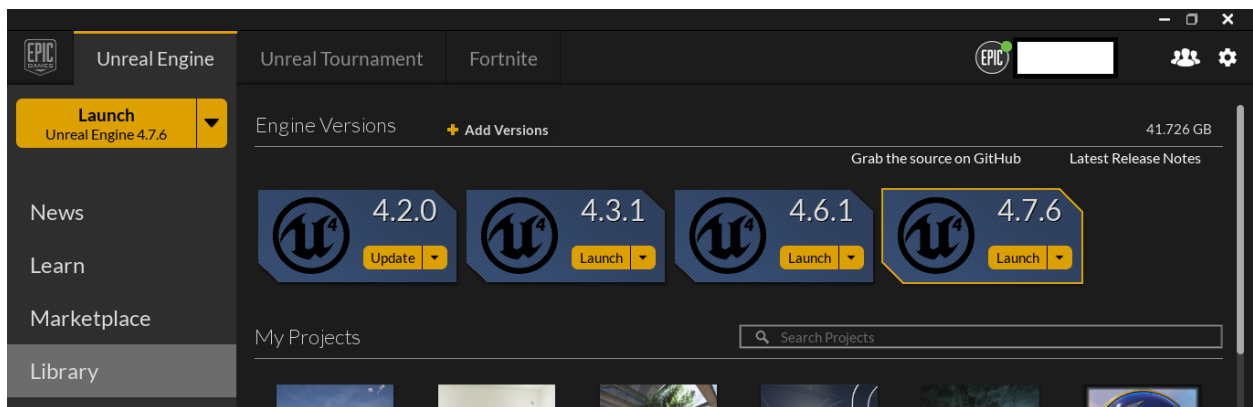
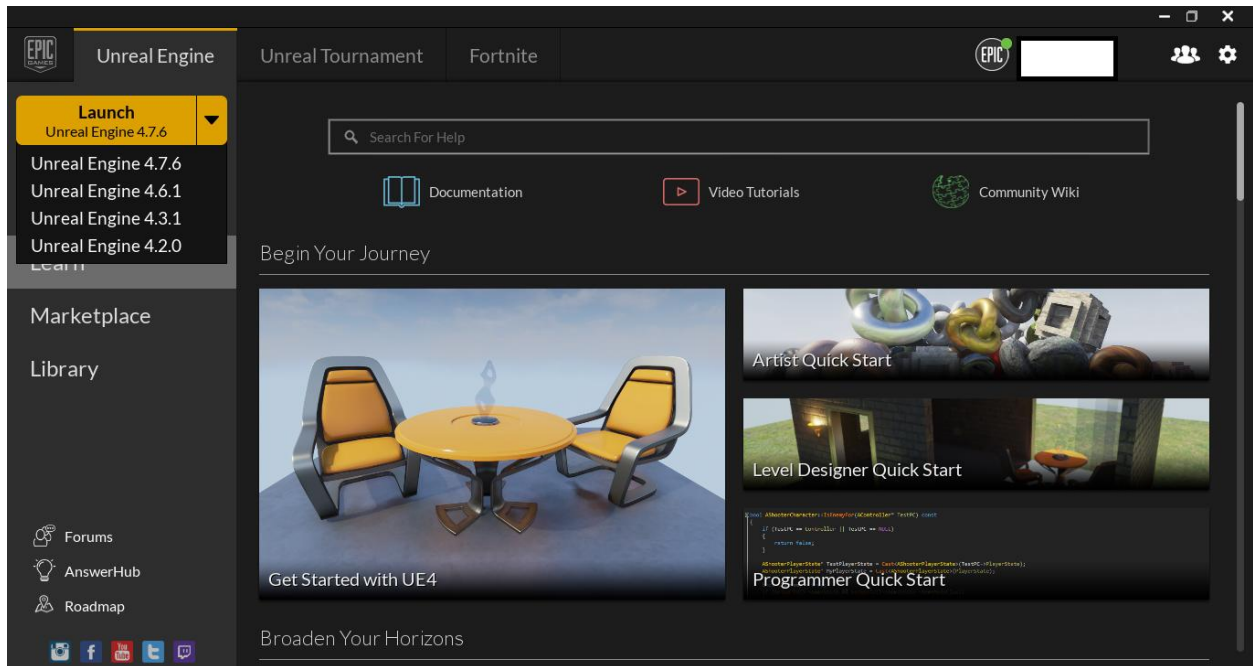
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4.3	09/08/2014 22:17	File folder
4.4	31/12/2014 15:03	File folder
4.6	22/12/2014 04:12	File folder
DirectXRedist	09/08/2014 21:38	File folder
Launcher	06/09/2014 21:46	File folder

Unreal Engine | Unreal Tournament | Fortnite

Launch Unreal Engine 4.7.6

Search For Help

Documentation | Video Tutorials | Community Wiki

Begin Your Journey

Get Started with UE4

Artist Quick Start

Level Designer Quick Start

Programmer Quick Start

```

class ActorCharacter : public Actor
{
public:
    ActorCharacter() {}
};

class ActorCharacter : public Actor
{
public:
    ActorCharacter() {}
};

```

Broaden Your Horizons

Forums | AnswerHub | Roadmap

Unreal Engine | Unreal Tournament | Fortnite

Play

Create

Marketplace

Play Unreal Tournament

Grab the latest version and jump into a game with your friends.

Install

Latest build information

Welcome!

Unreal Tournament is being developed as a **collaboration between gamers, developers, and Epic Games**. It's been a great experiment in open development, but is still early. The game is currently in a pre-alpha state, with core gameplay functioning and two maps complete. Many, many more things are not yet done.

We're updating the game regularly, and **starting competitive tournament play later in the year**. Until then, feel free to jump in. Play, share your ideas, make mods or help in development. We're also launching a mod marketplace where you can buy mods and content and sell the things you make for real money. A prototype is up and running now.

UT Live Chat | Latest News | Developer Update Videos | Join the Forums

EPIC Unreal Engine Unreal Tournament Fortnite

Tell Us About Your OT2 Experience!

Sign up for the Alpha

We need adventurers like you to help us bring the world of Fortnite to life! We've been working hard to make Fortnite as awesome as possible but it will be even better with input from an active community of players. If you are interested in being a part of the community, click the button above.

FORTNITE

EPIC Unreal Engine Unreal Tournament Fortnite

Launch Unreal Engine 4.7.6

Engine Versions 41.726 GB

Grab the source on GitHub Latest Release Notes

4.2.0 Update 4.3.1 Launch 4.6.1 Launch 4.7.6 Launch






My Projects Search Projects

Architecture_VR 4.7 Bloques 4.7 BlueprintOffice 4.7 ContentExamples 4.7 Effects 4.7 GDC2014Demo 4.6

Forums AnswerHub Roadmap

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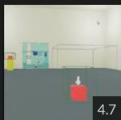

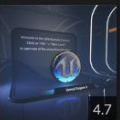
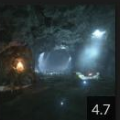


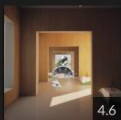




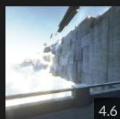



Engine Versions [+ Add Versions](#) [Grab the source on GitHub](#) [Latest Release Notes](#)


 4.2.0 Update	 4.3.1 Launch	 4.6.1 Launch	 4.7.6 Launch
 4.8.0 Preview 2 Install			

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My Projects

 4.7 Architecture_VR	 4.7 Bloques	 4.7 BlueprintOffice	 4.7 ContentExamples	 4.7 Effects	 4.6 GDC2014Demo
 4.7 LandscapeMountains	 4.6 Lightroominteriorday	 4.7 RealisticRendering2	 4.7 Reflections	 4.6 SciFiHallway	 4.7 Serene
 4.6 ShooterGame	 4.7 SunTemple	 4.7 SuperGridStarterpack	 4.6 TappyChicken		

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Unreal Engine Unreal Tournament Fortnite EPIC

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Vault 19.3 GB Search Vault

 <p>Animation Starter Pack 10.7 MB 4.4 - 4.7</p> <p>Add to project</p>	 <p>Blueprints 738.3 MB 4.4 - 4.6</p> <p>Create Project</p>	 <p>Content Examples 3.3 GB 4.7</p> <p>Create Project</p>
 <p>Features Tour 2014 769.7 MB 4.4 - 4.6</p> <p>Create Project</p>	 <p>GameTextures Material Pack 686.7 MB 4.4 - 4.7</p> <p>Add to project</p>	 <p>Landscape Mountains 1.6 GB 4.4</p> <p>Create Project</p>
 <p>Lightroom: interior day light 69.6 MB 4.4 - 4.5</p> <p>Add to project</p>	 <p>Mixamo Animation Pack 315.2 MB 4.3 - 4.7</p> <p>Add to project</p>	 <p>Open World Demo Collection 6.4 GB 4.7</p> <p>Add to project</p>
 <p>Realistic Grass 1 21.6 MB 4.7</p> <p>Add to project</p>	 <p>Shooter Game 2.5 GB 4.6</p> <p>Create Project</p>	 <p>Sun Temple 908.9 MB 4.4</p> <p>Create Project</p>
 <p>SuperGrid Starter pack 103.9 MB 4.7 - 4.8</p> <p>Add to project</p>		

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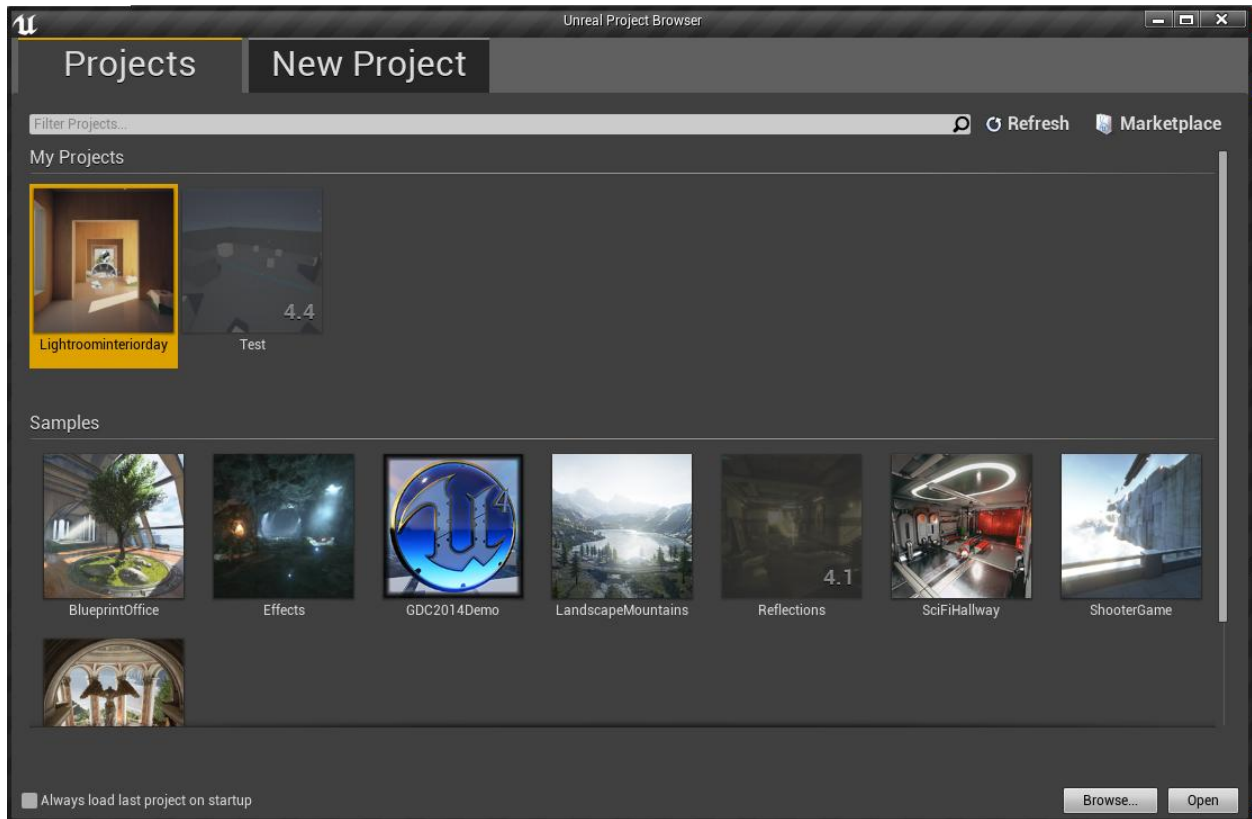
Forums

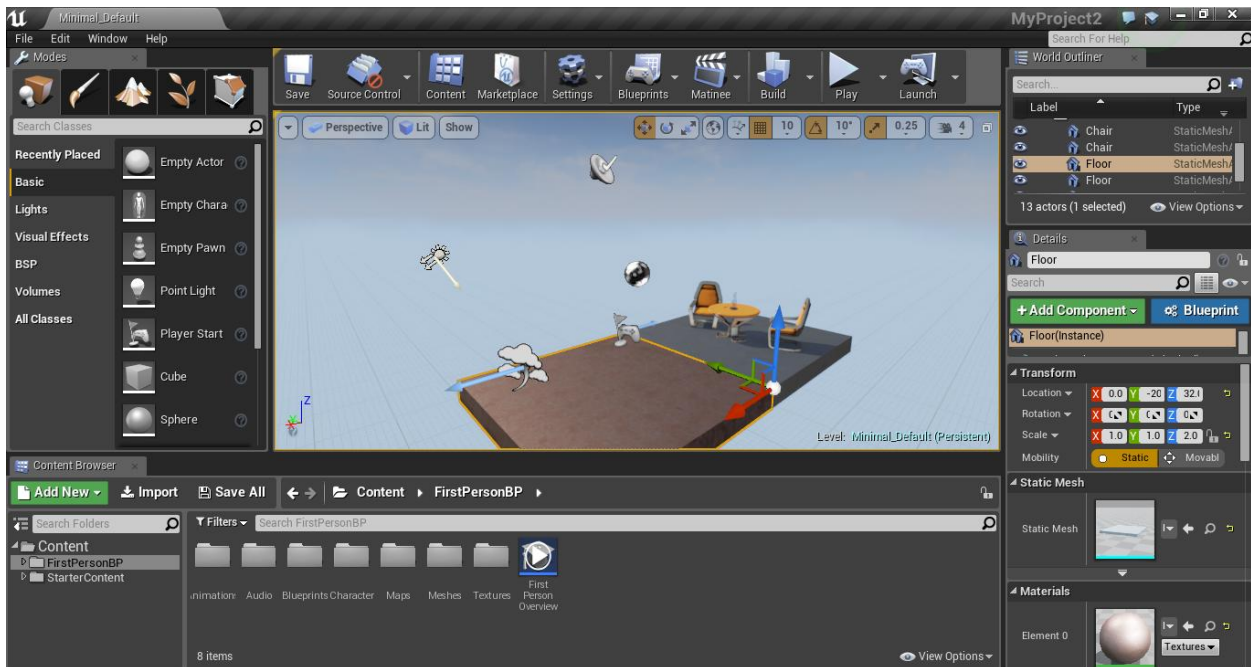
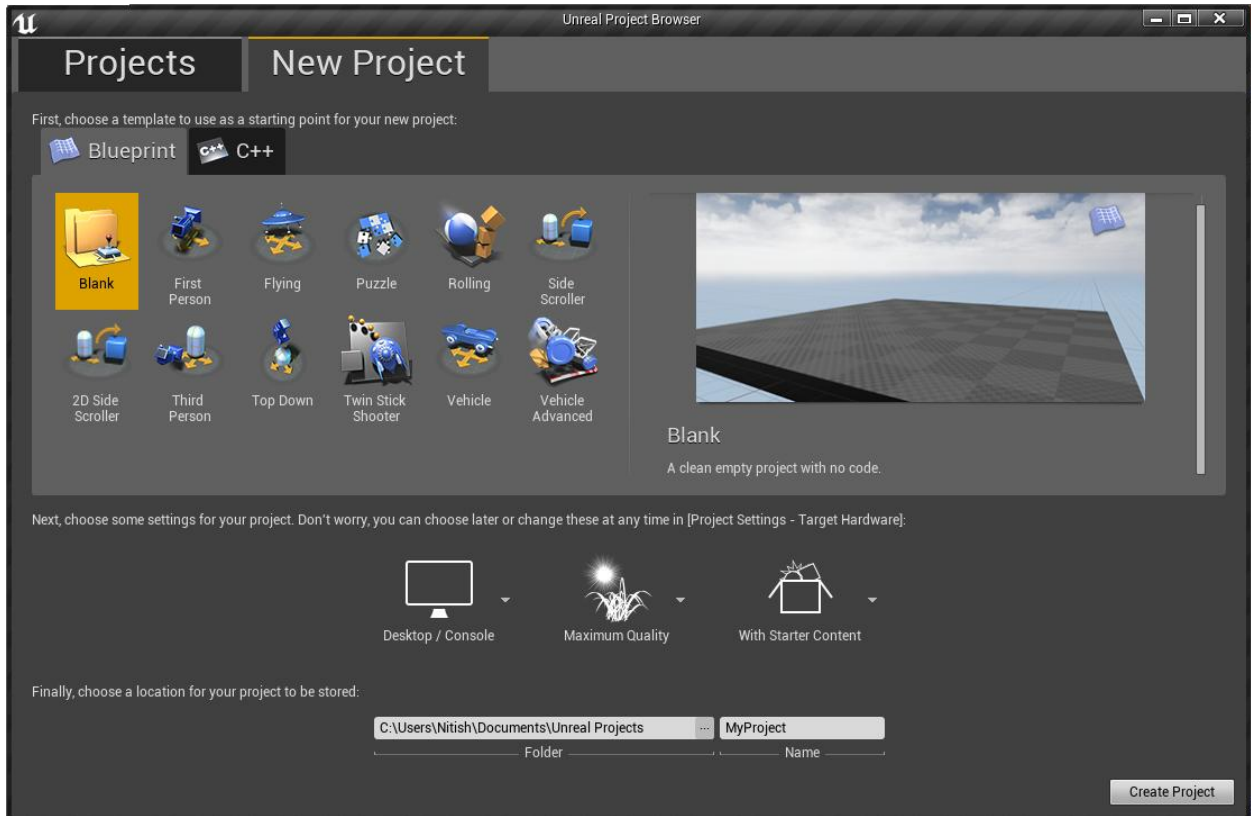
AnswerHub

Roadmap

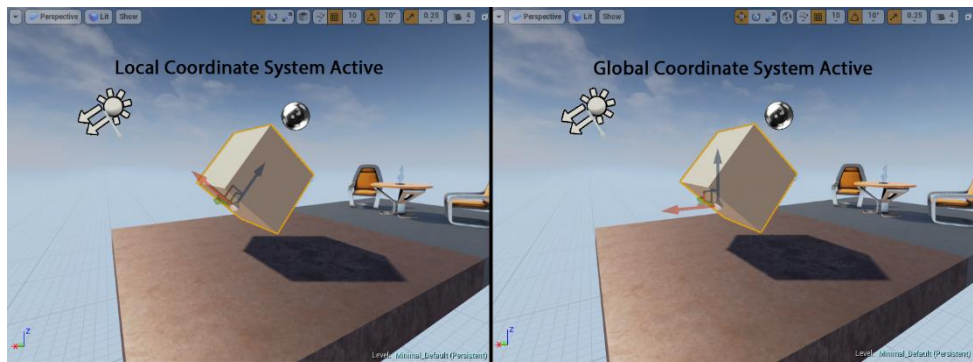
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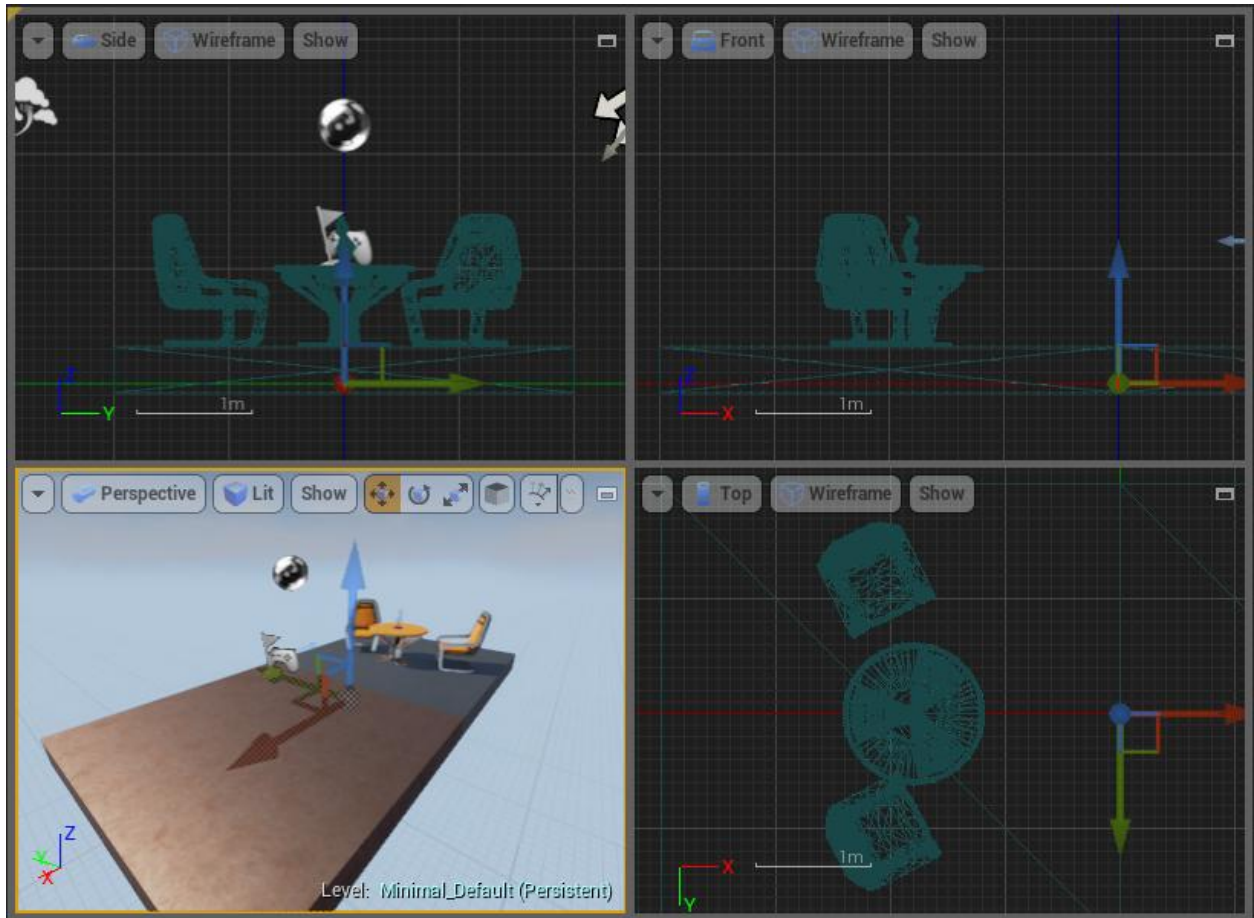
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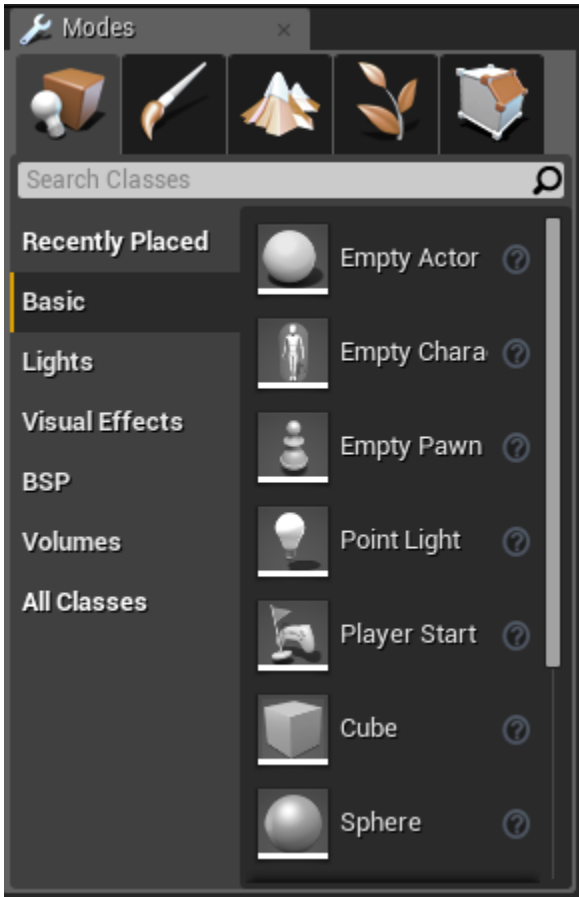


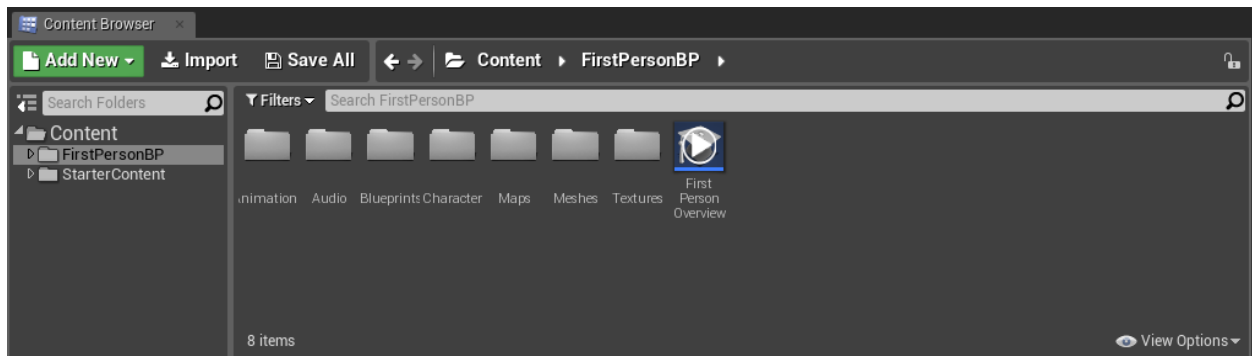
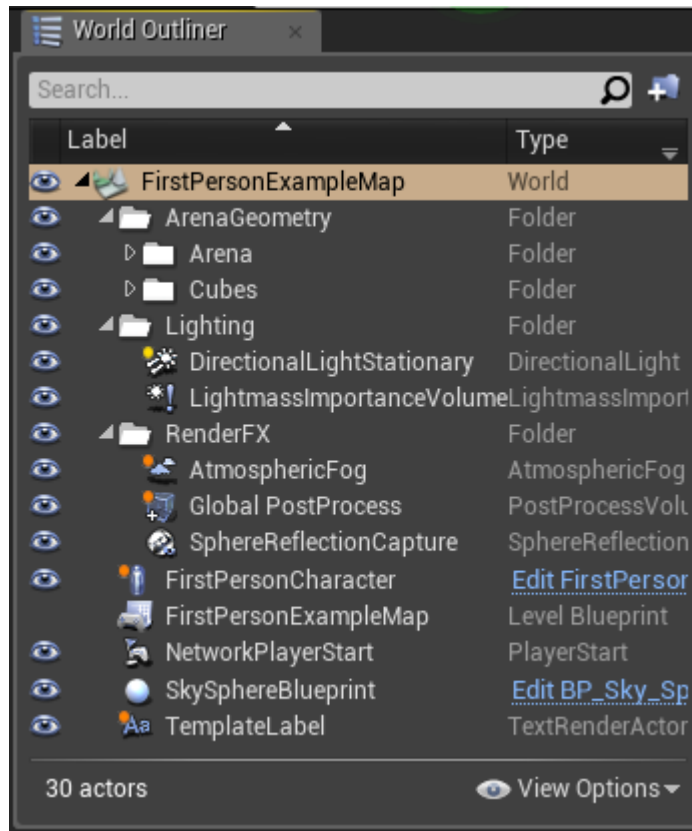












Details

Cube06

Search

+ Add Component

Blueprint/Add Script

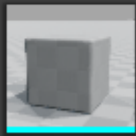
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StaticMeshComponent (Inherited)


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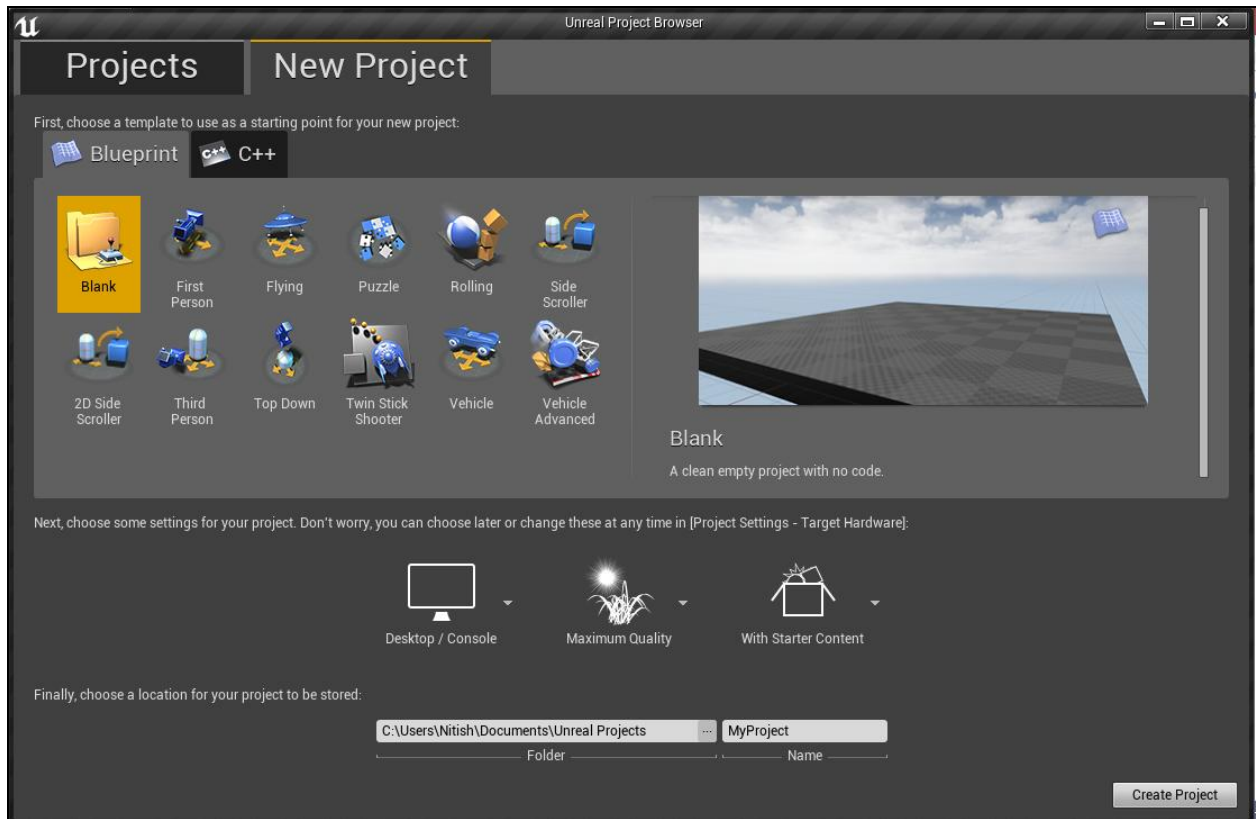
Static Mesh

Static Mesh		FirstPersc	
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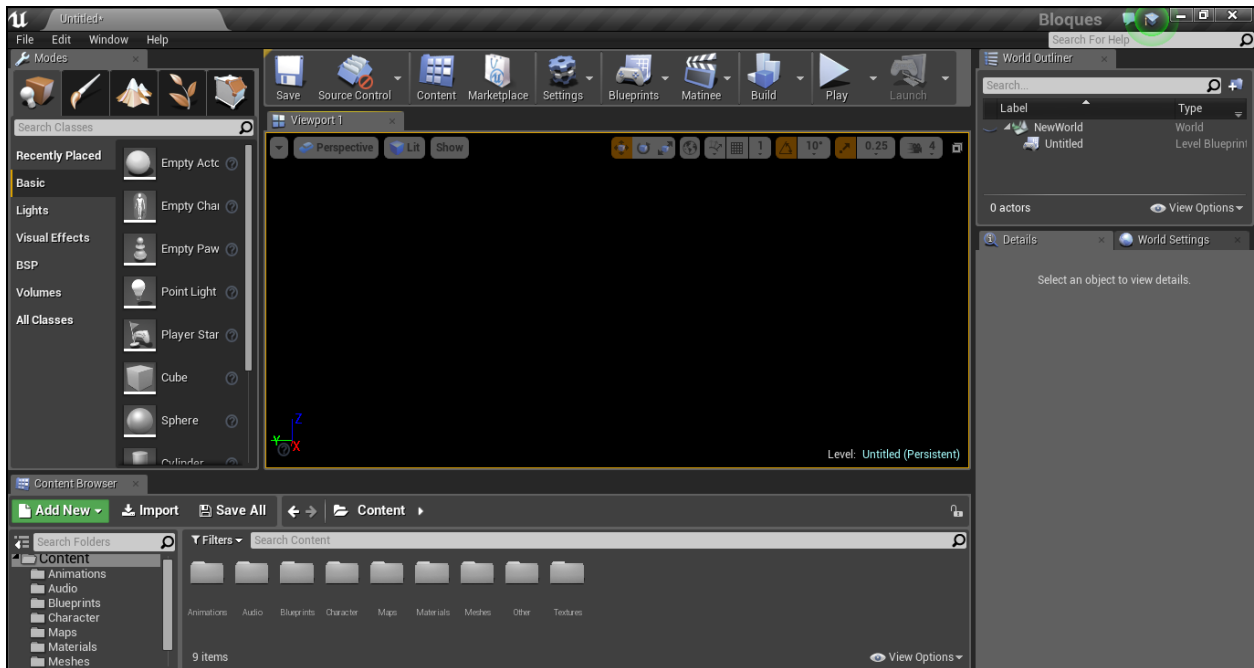
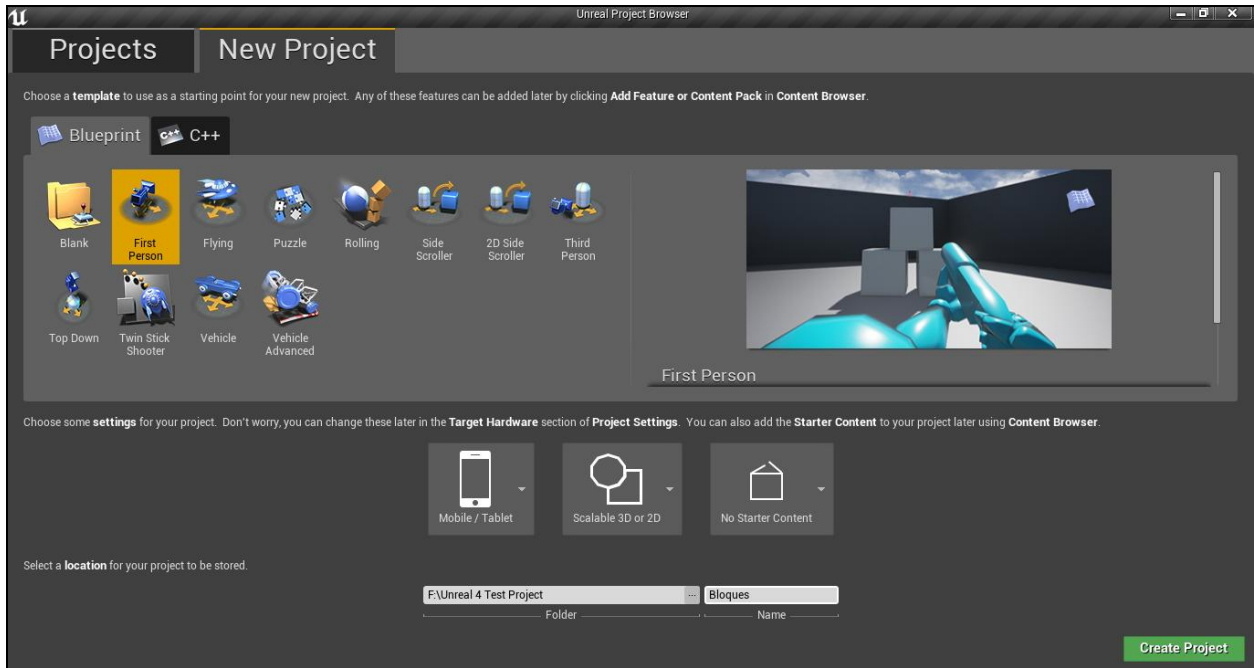
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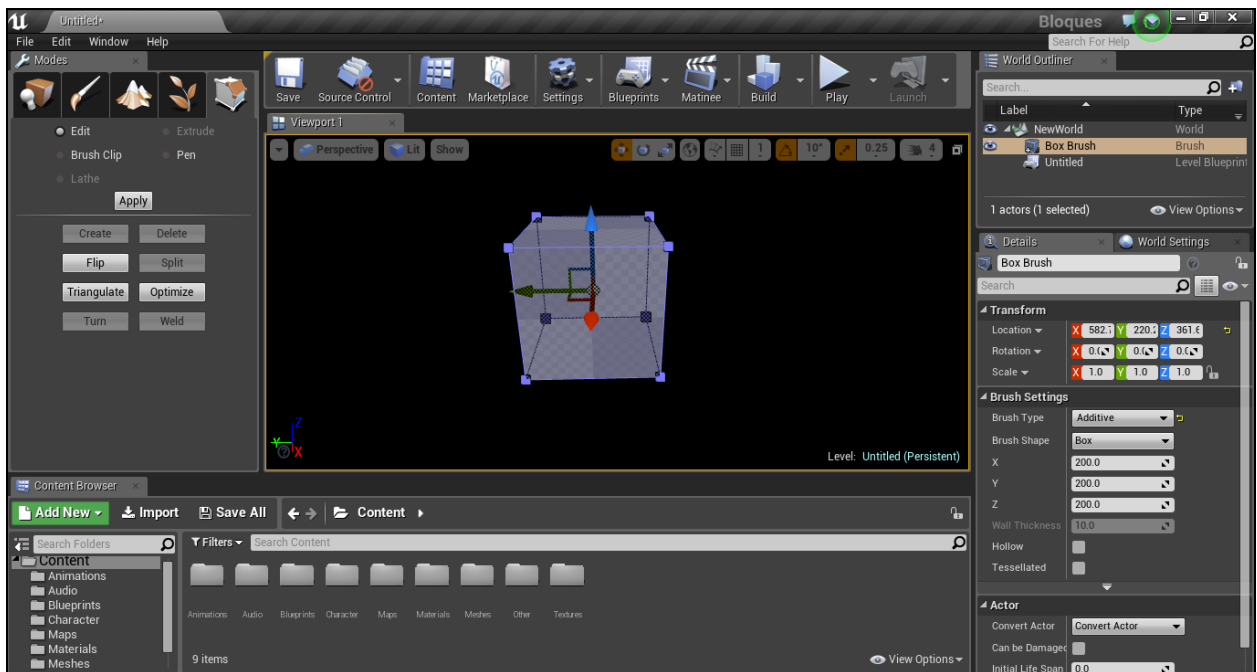
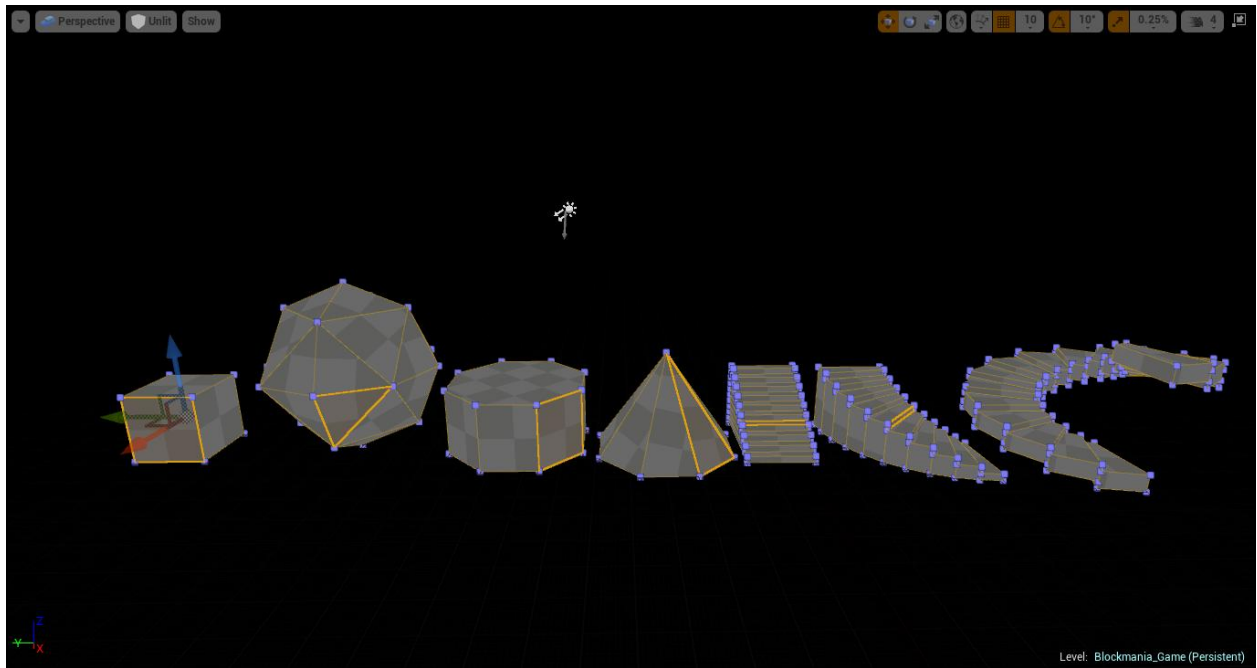
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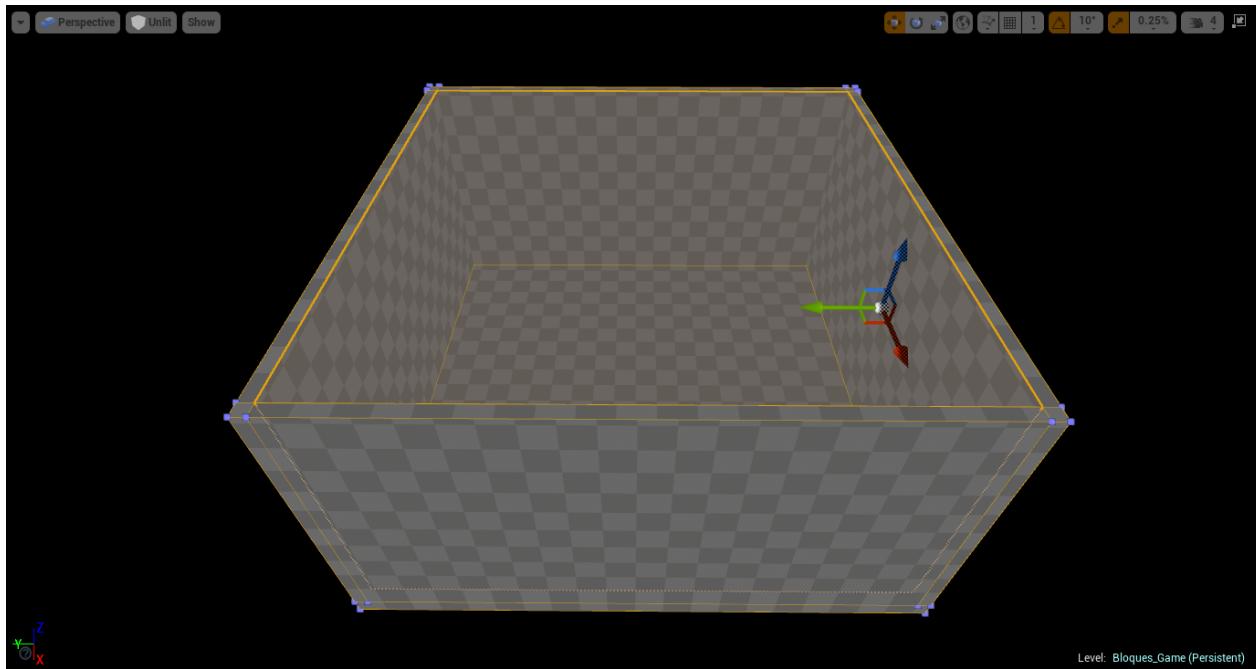
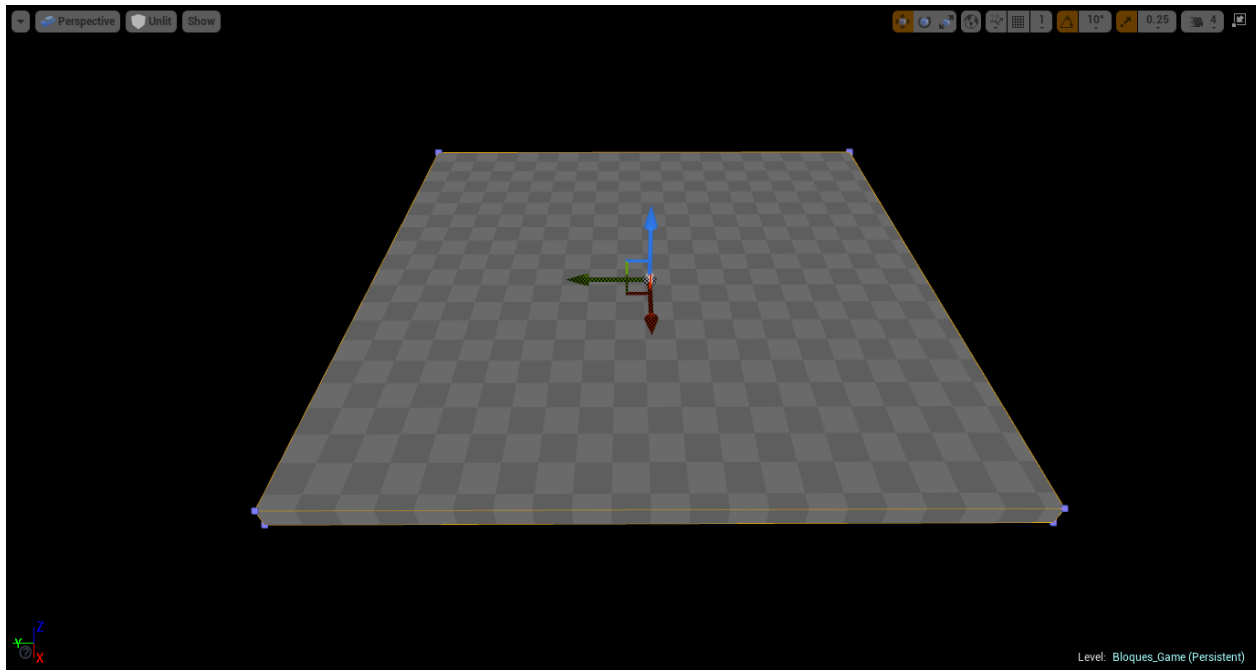
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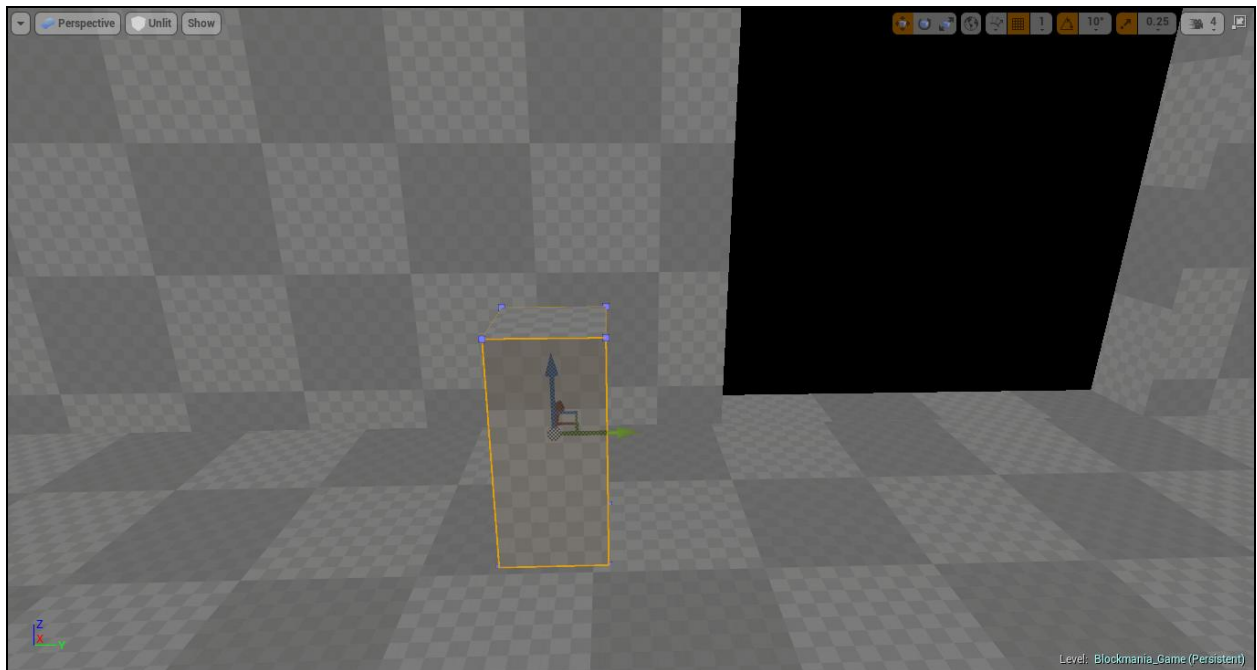
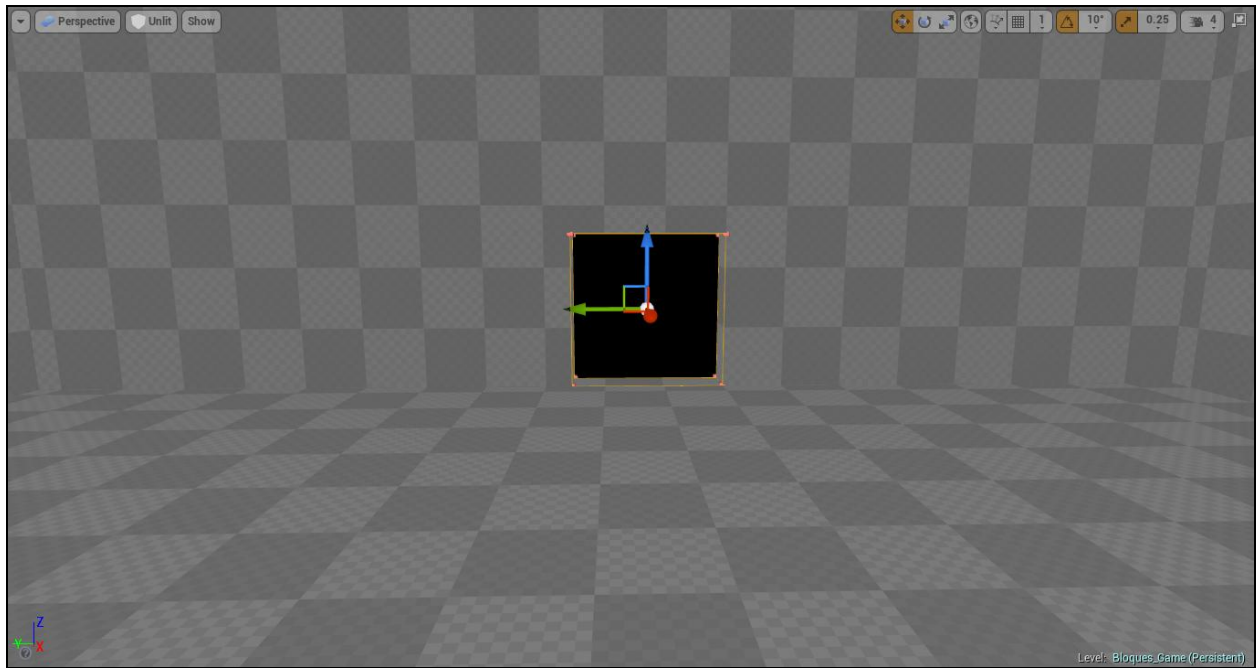


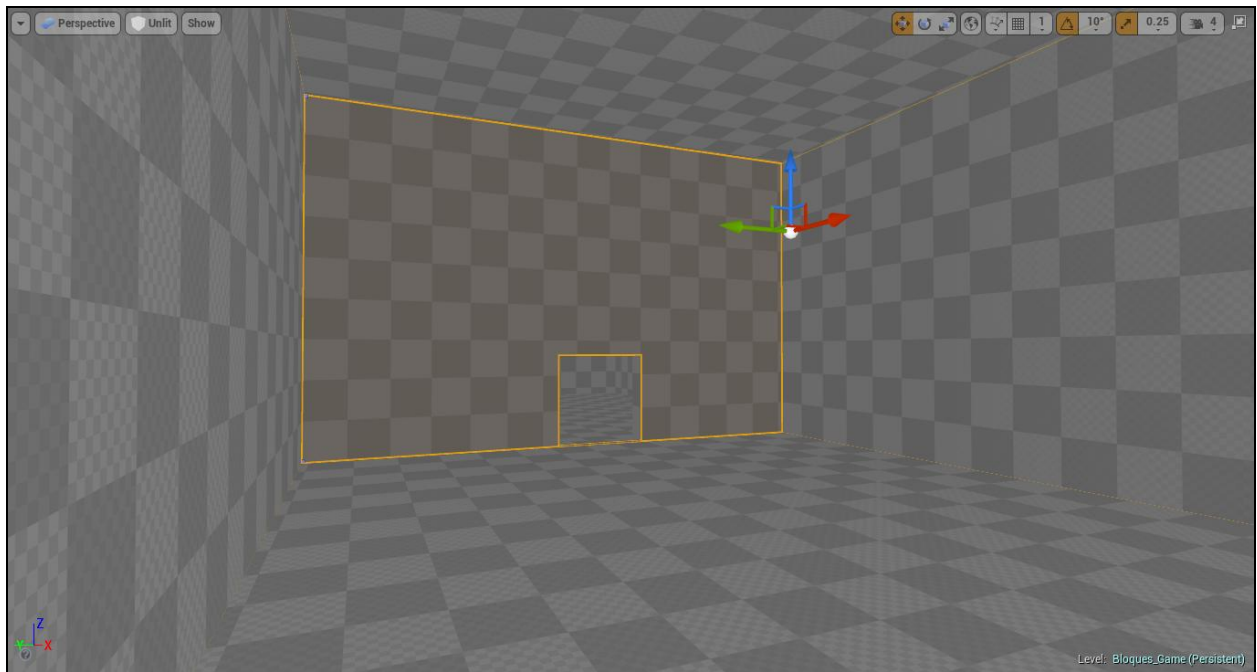
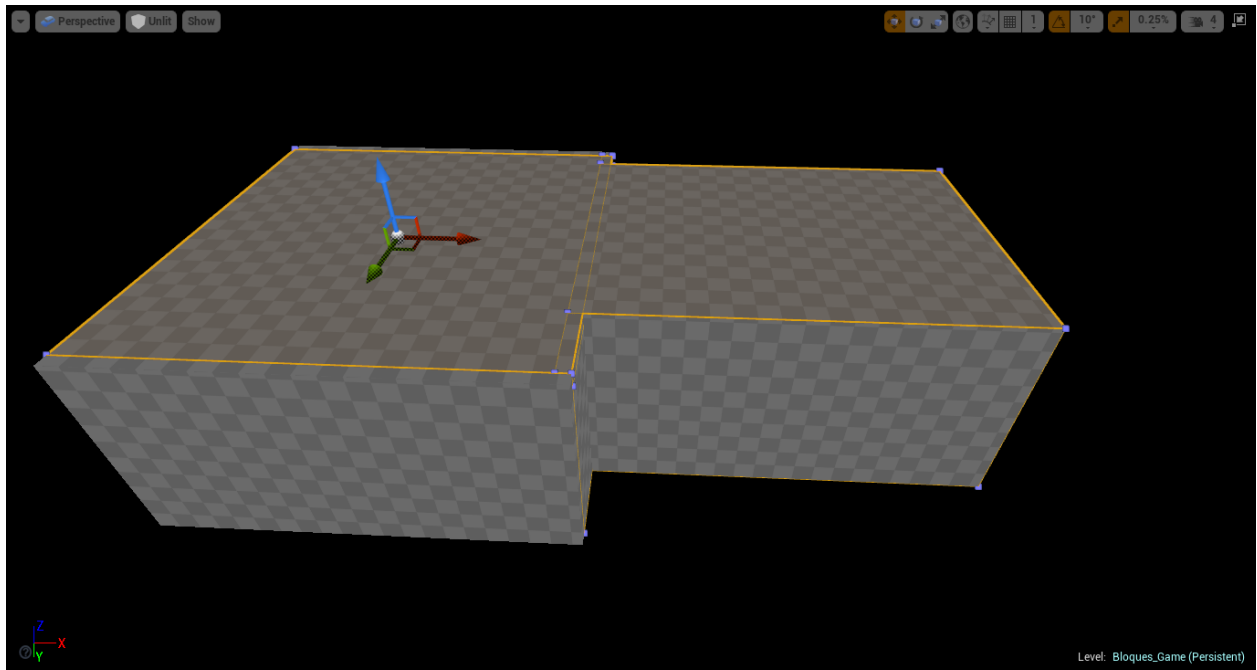
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LandscapeMountains	17/01/2015 16:29	File folder
Lightroominteriorday	31/12/2014 14:10	File folder
MyProject	20/01/2015 15:36	File folder
MyProject2	18/01/2015 22:46	File folder
Reflections Subway 4.1	25/12/2014 16:06	File folder
SciFi Hallway 4.1	25/12/2014 15:56	File folder
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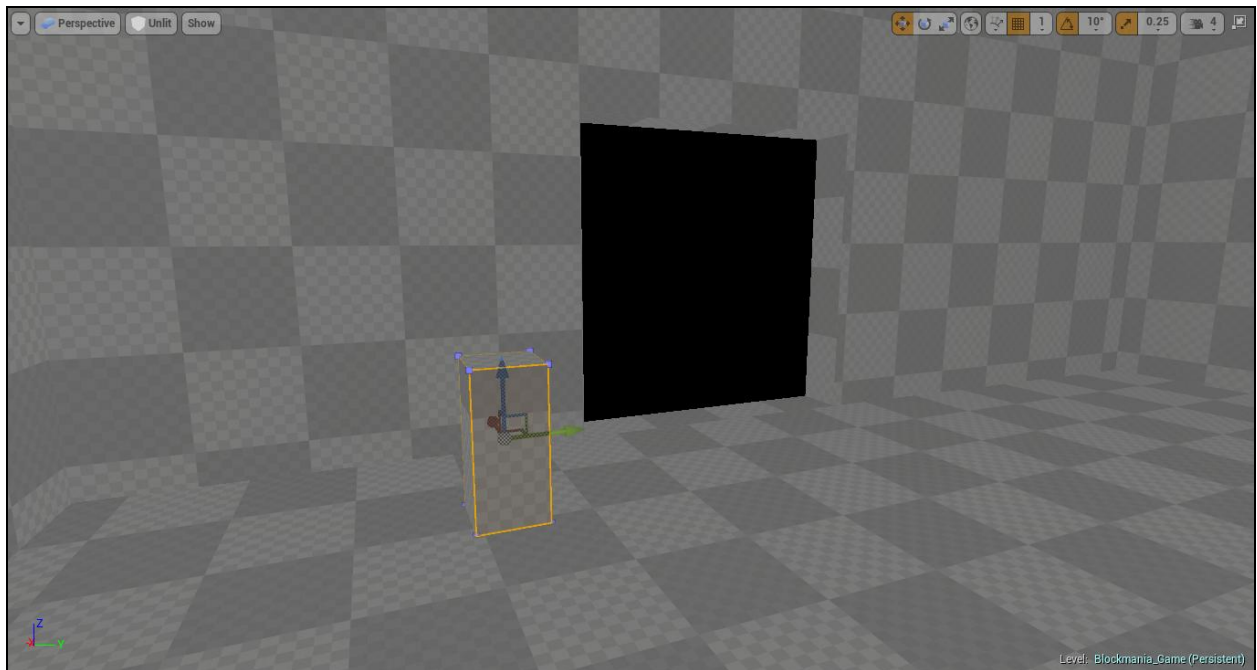
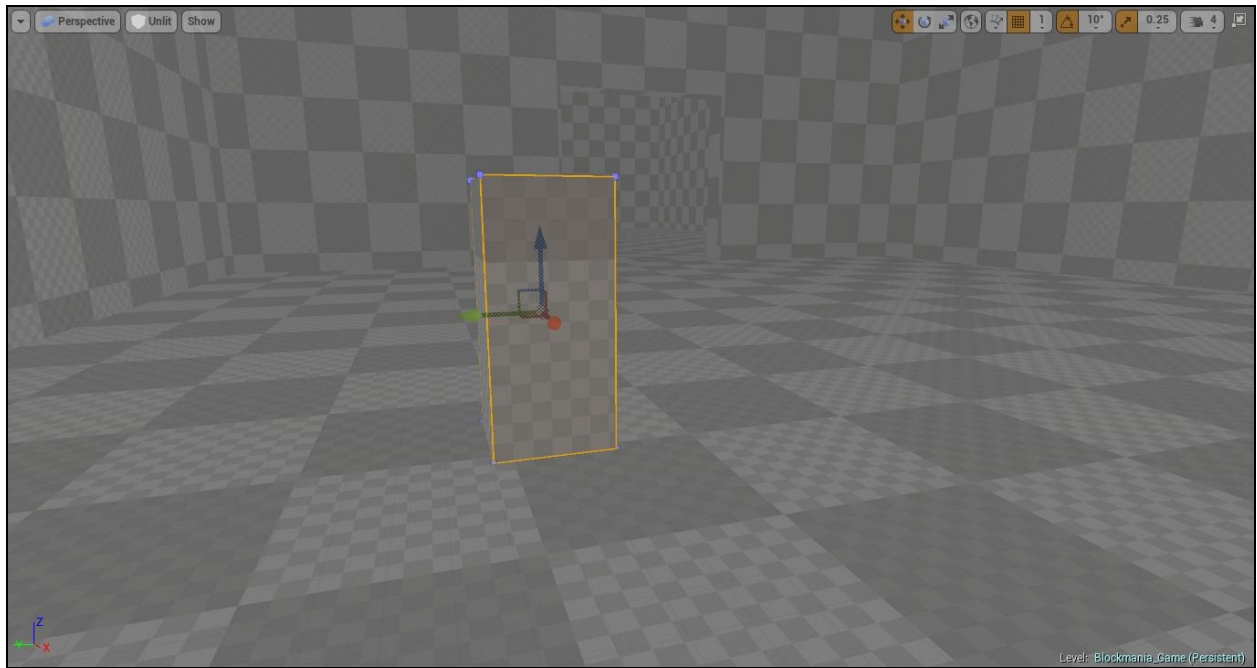


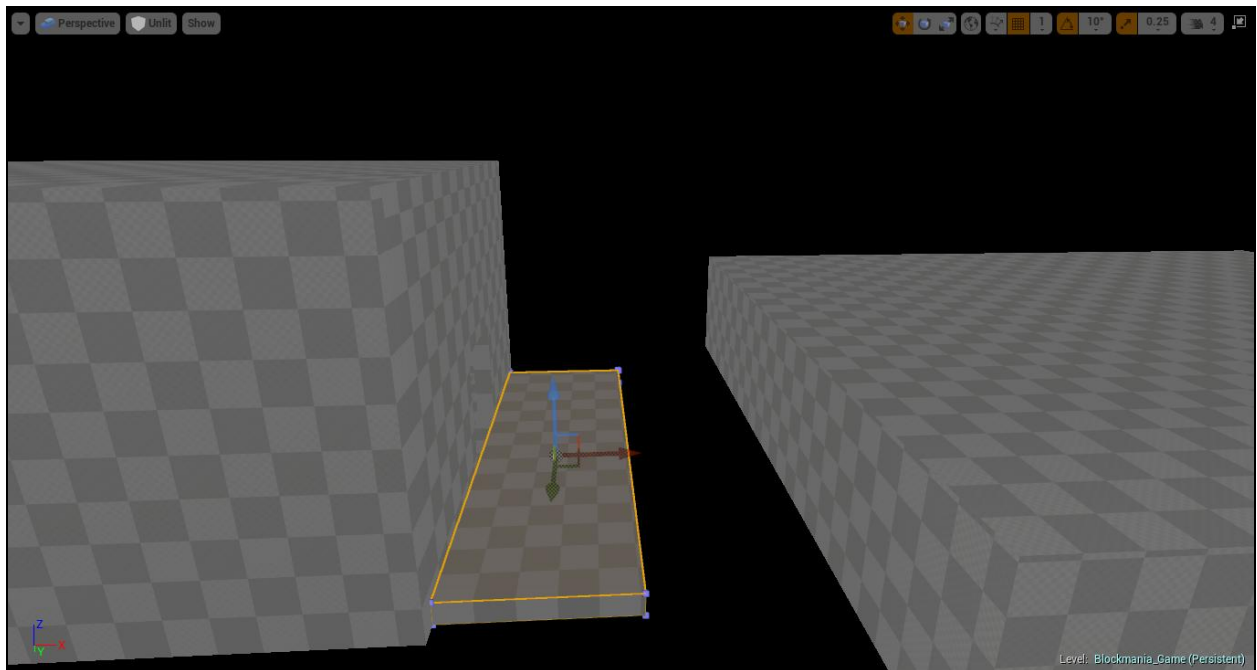
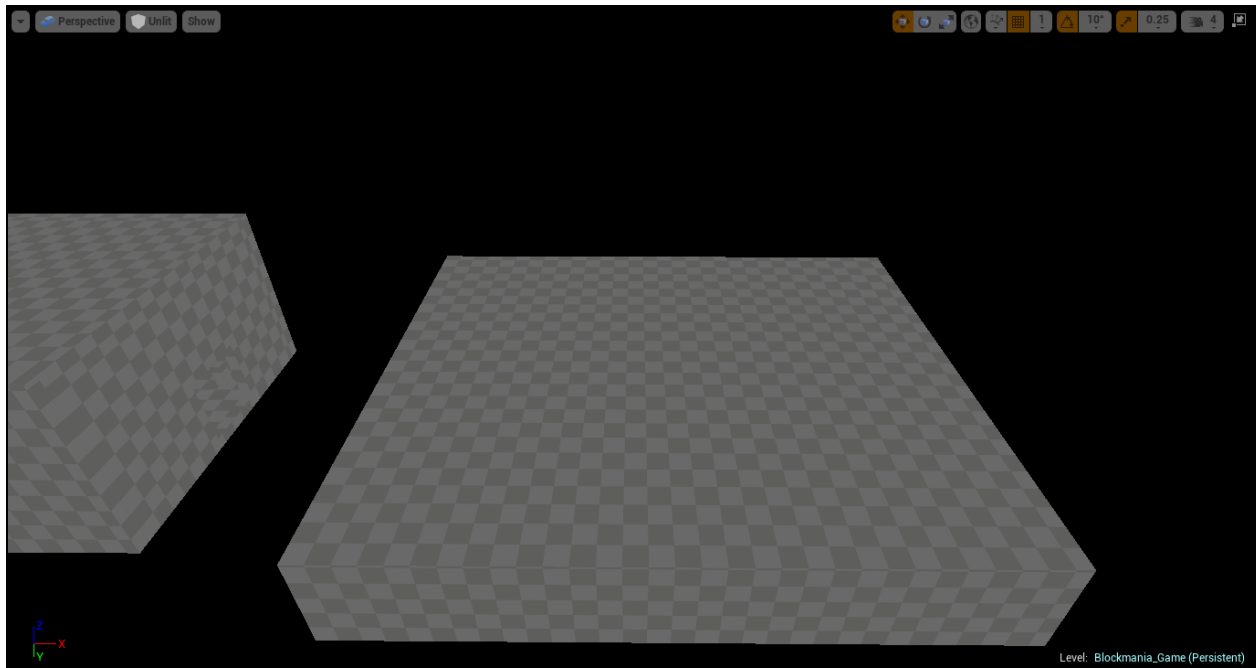


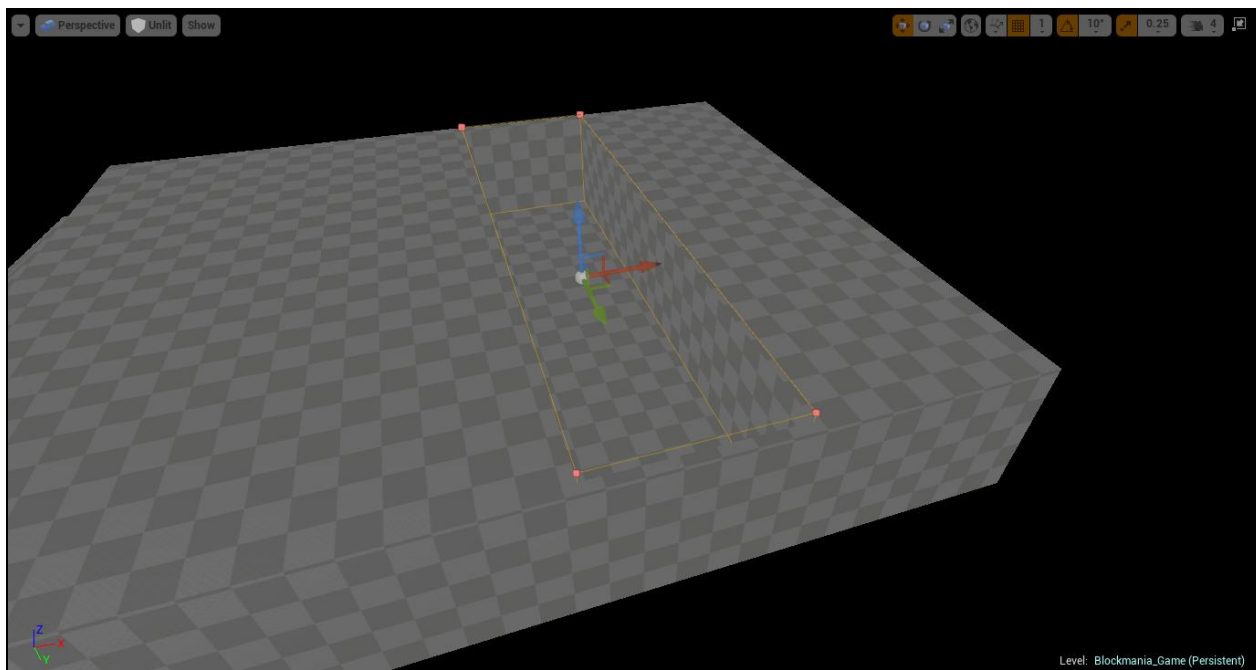
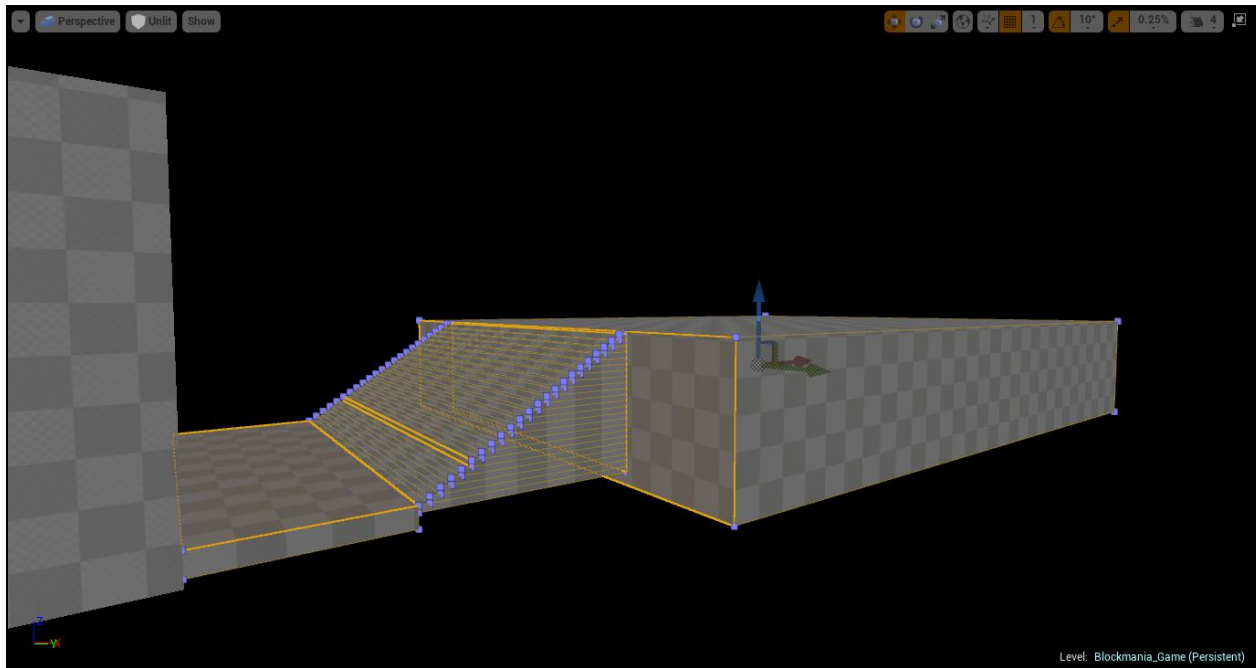


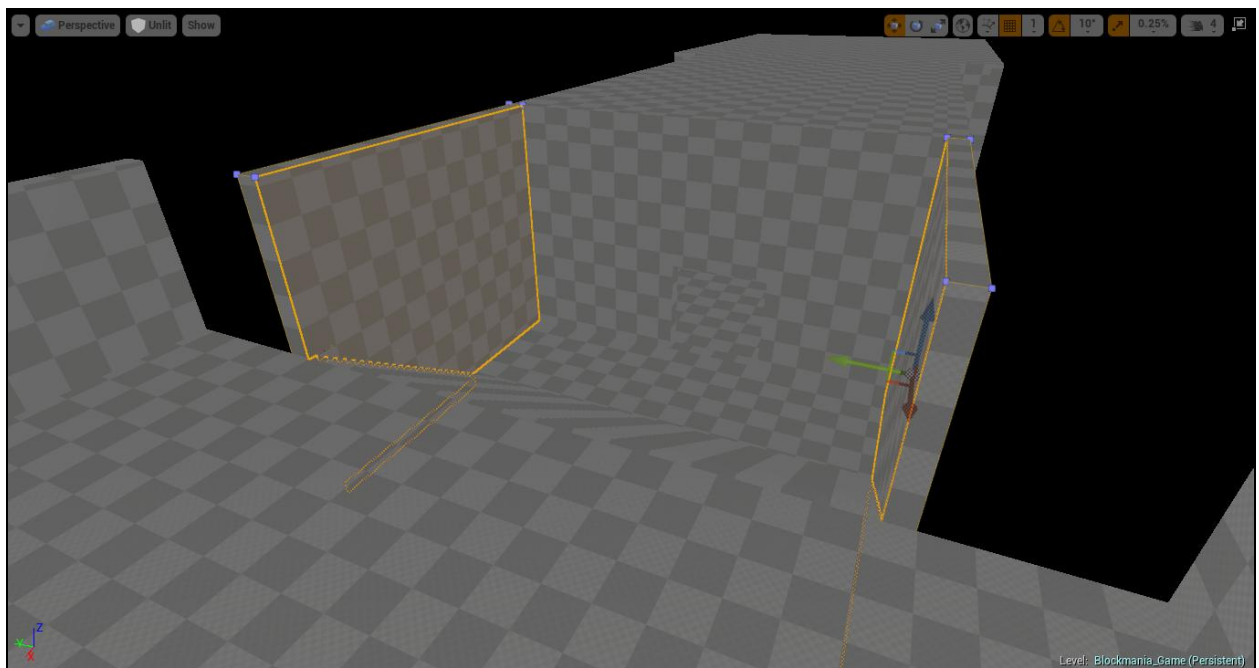
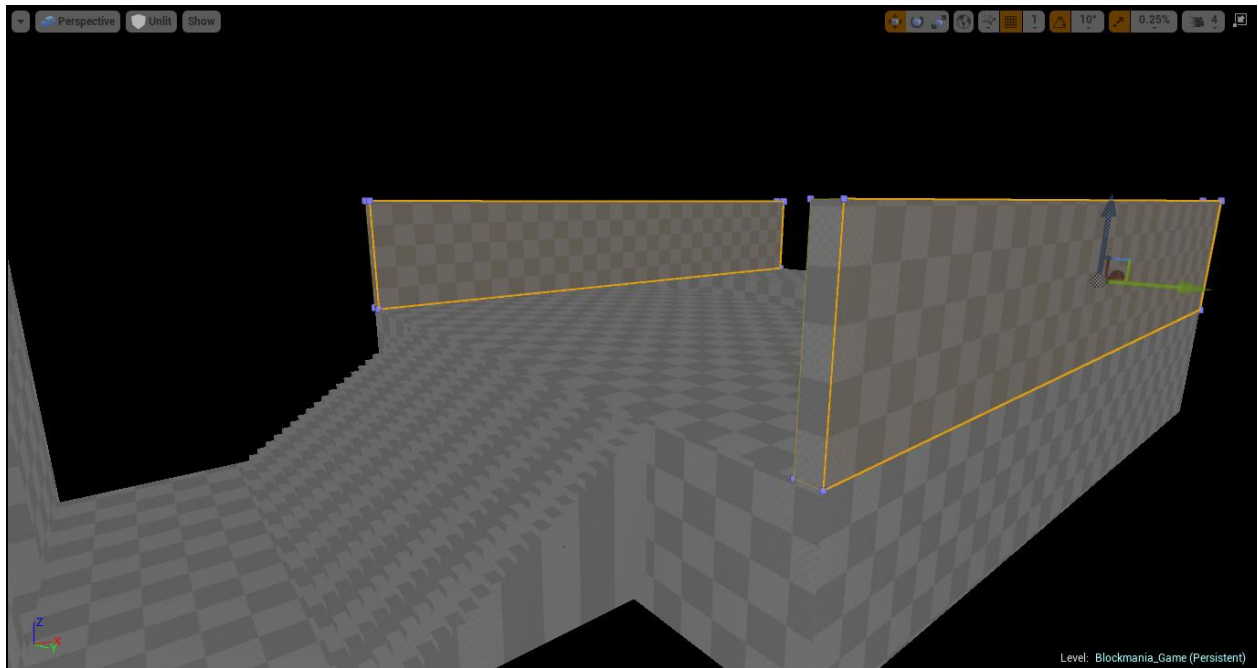


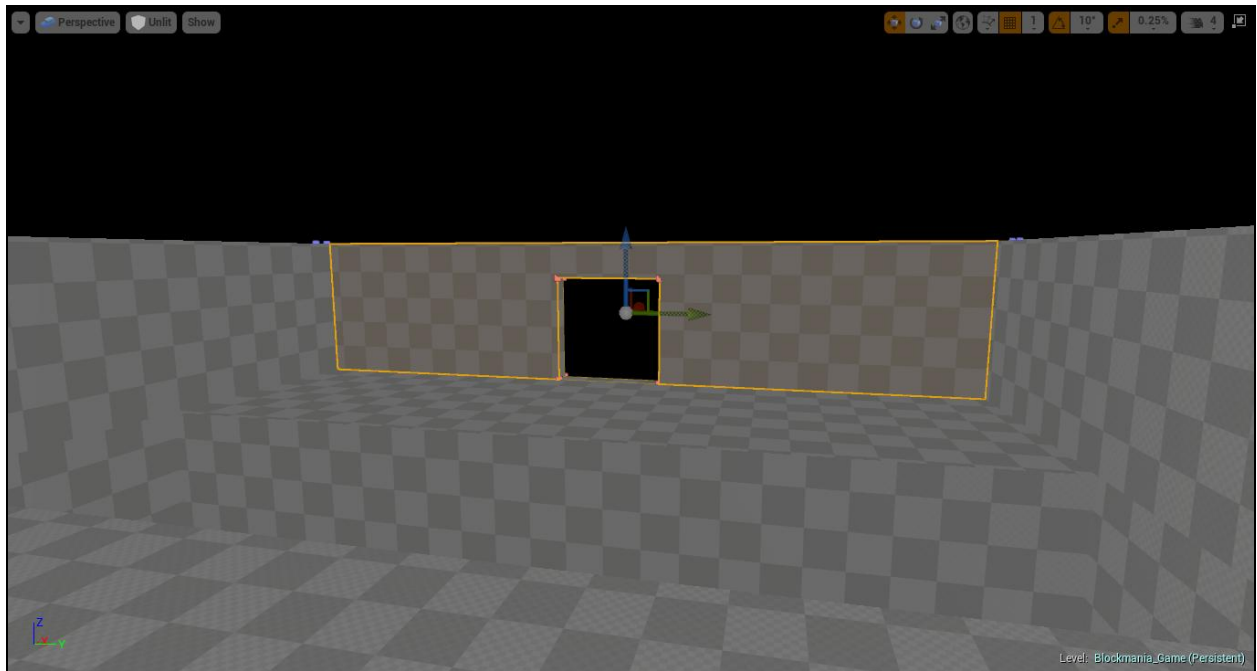
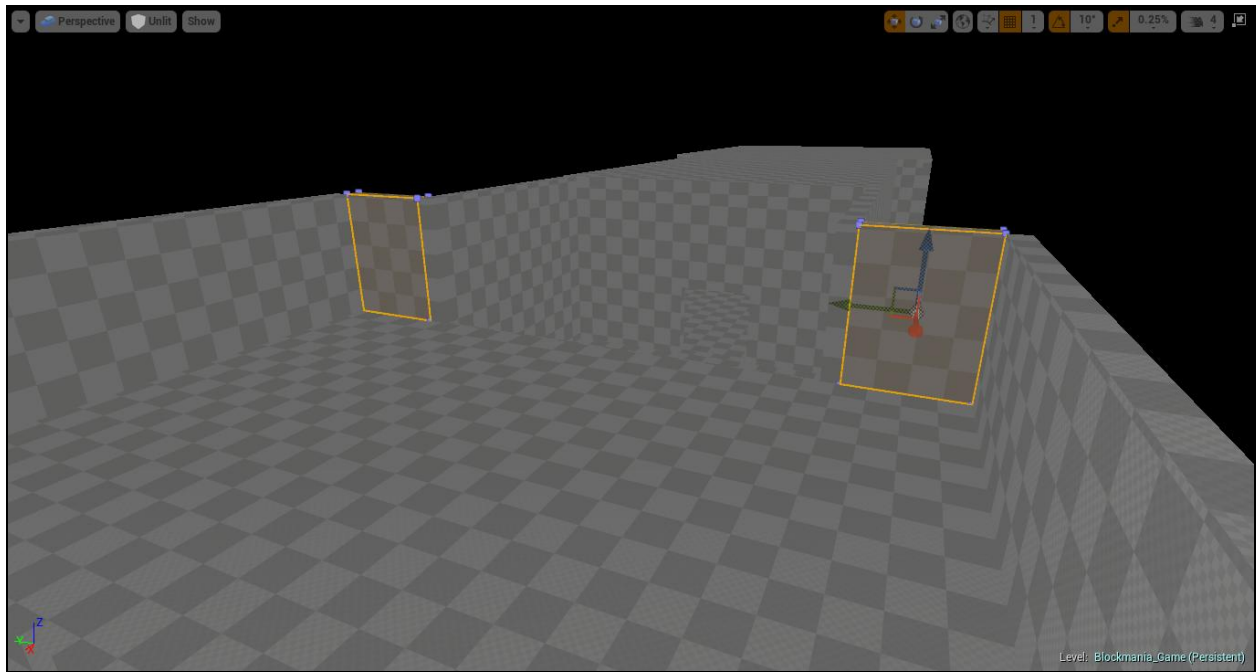


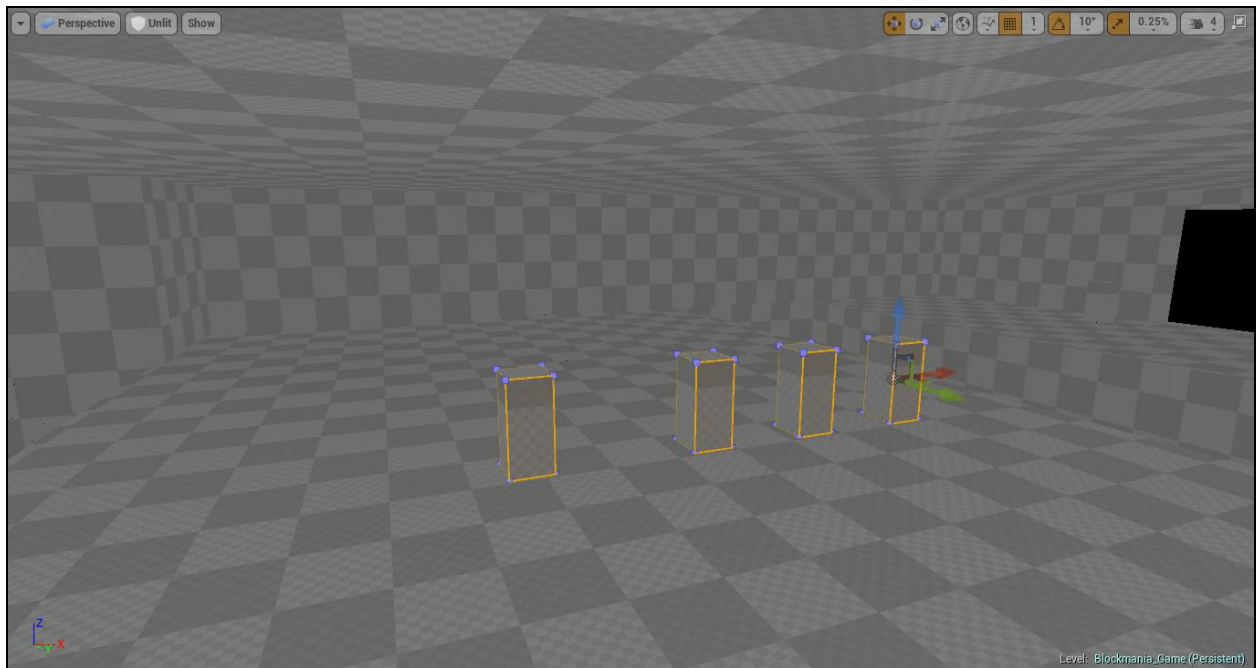
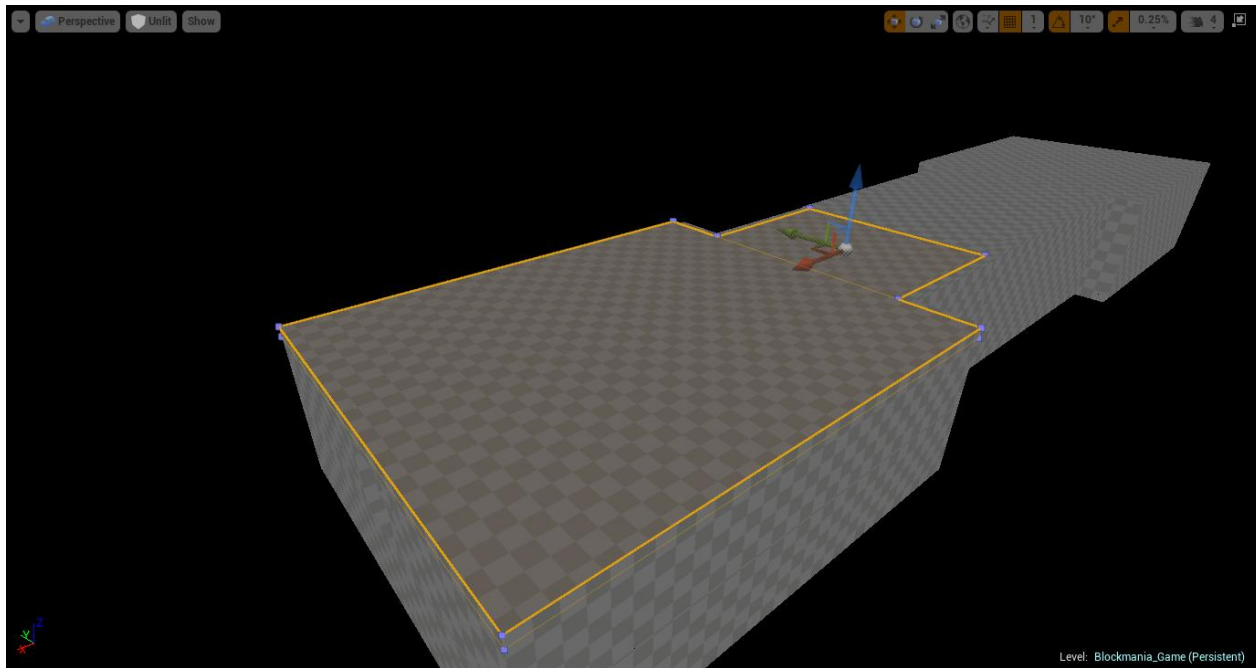


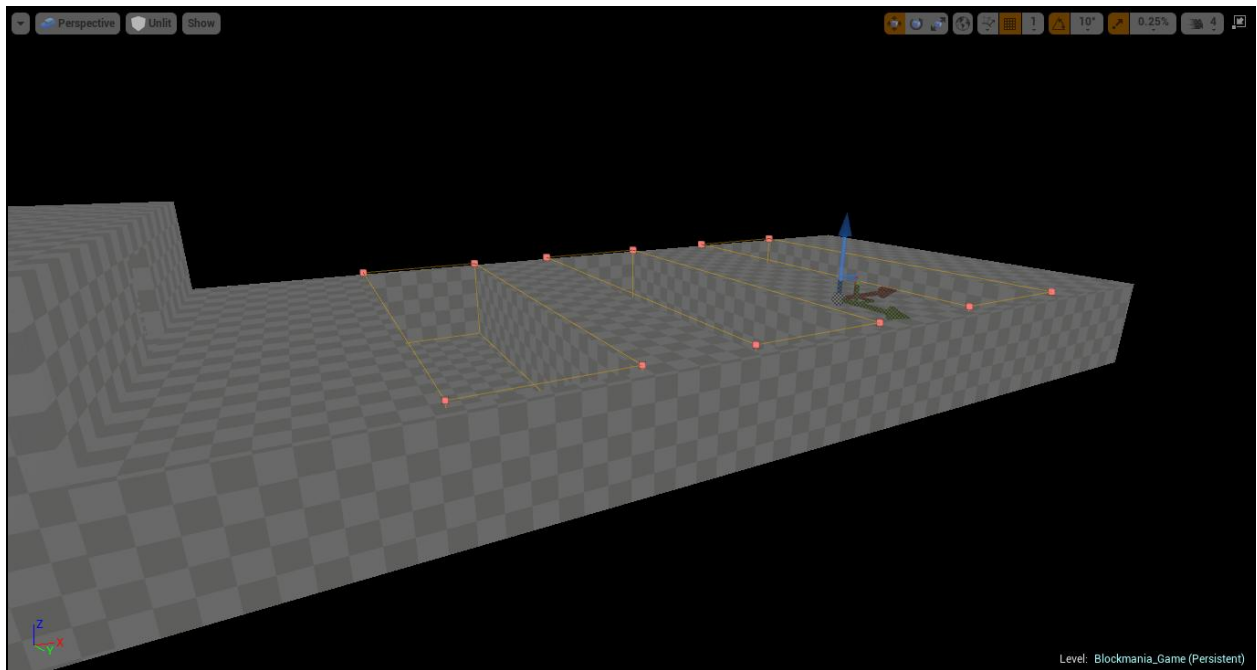
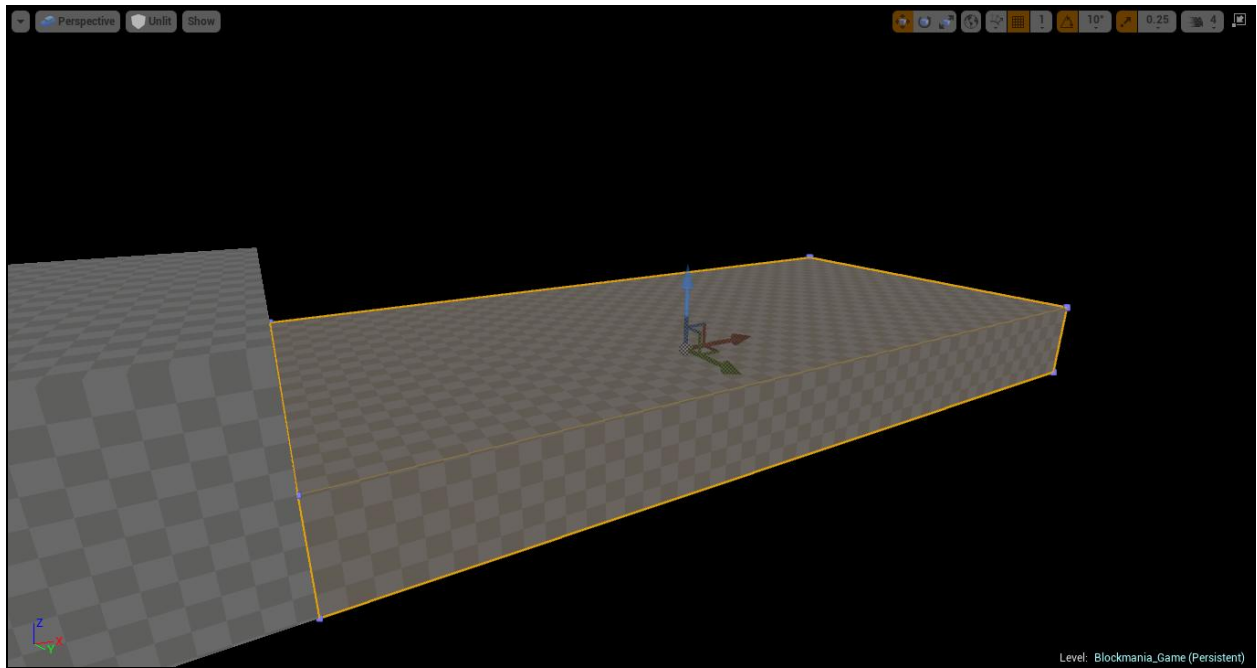


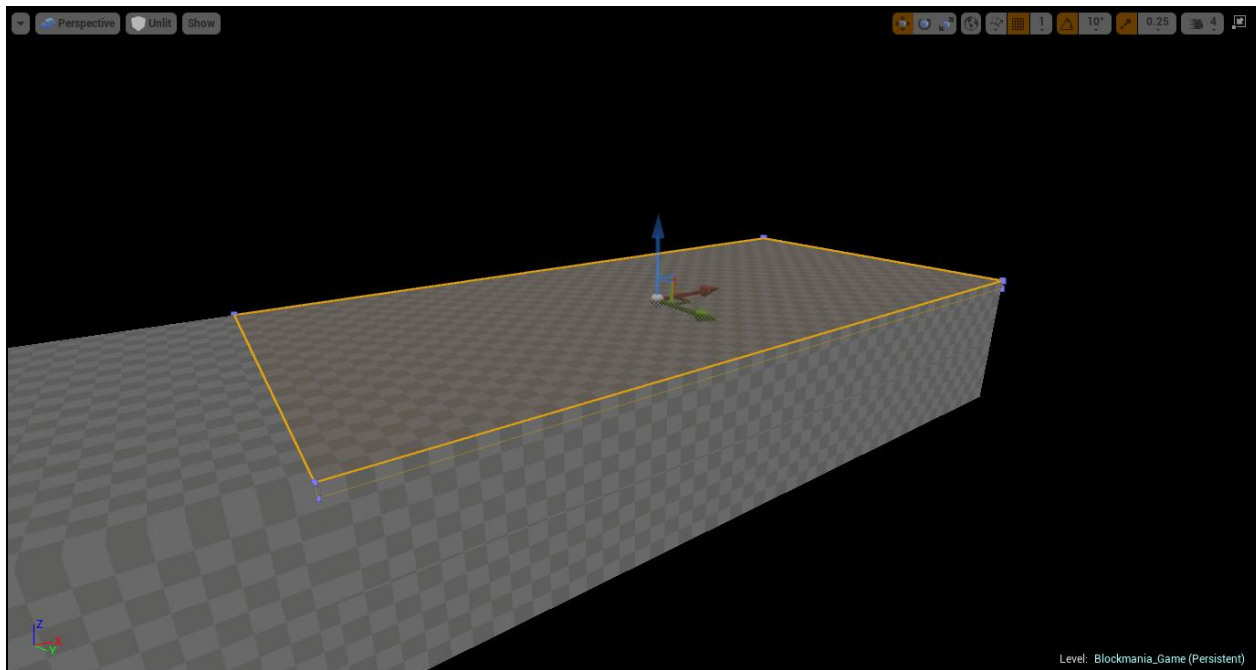
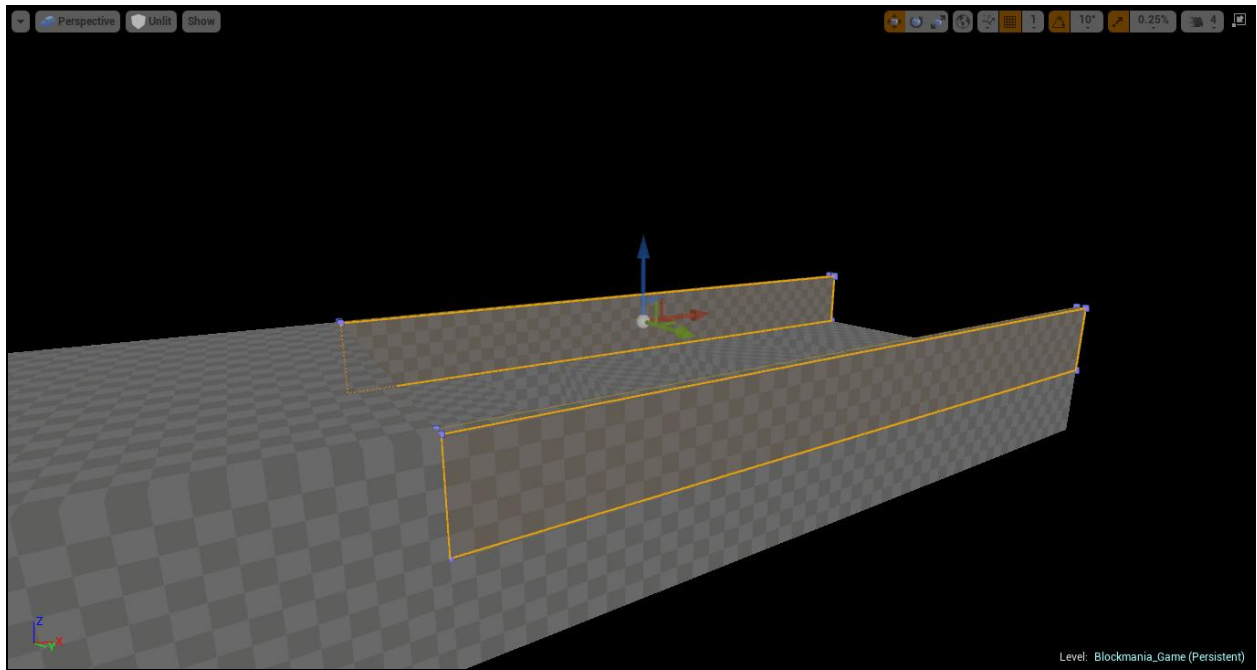


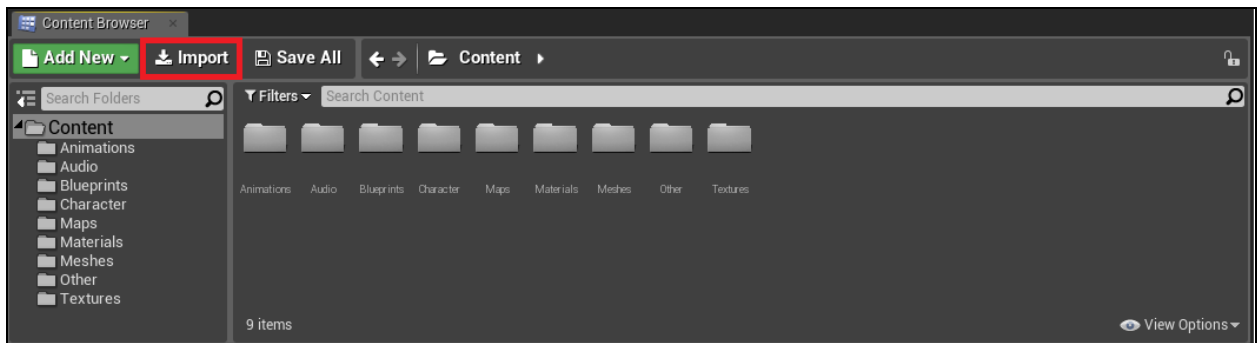
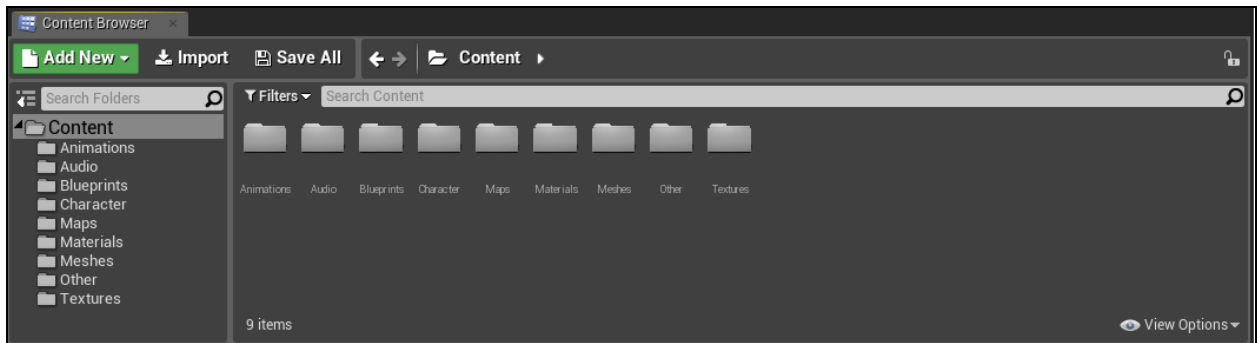
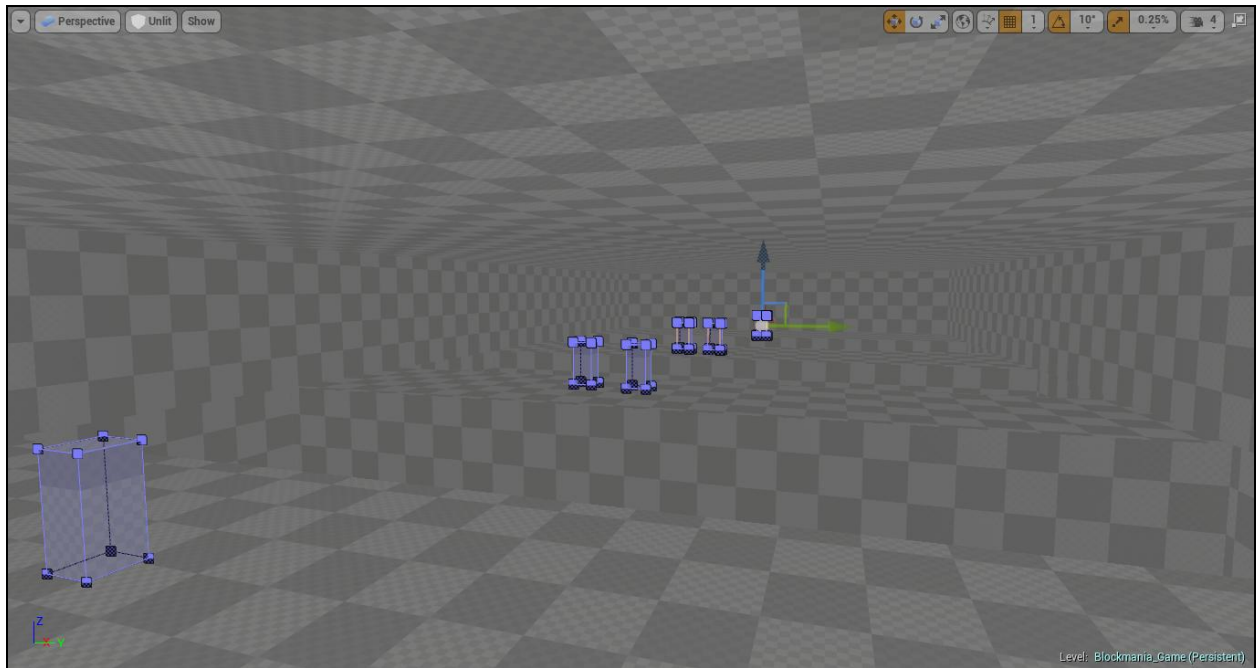


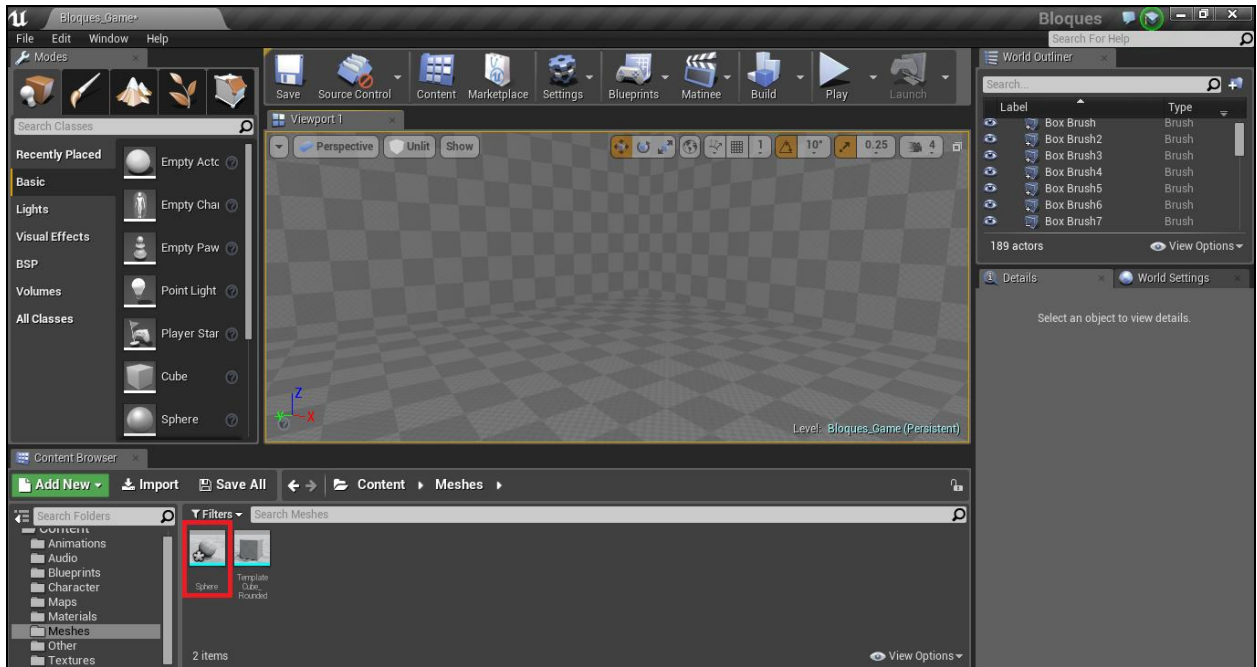
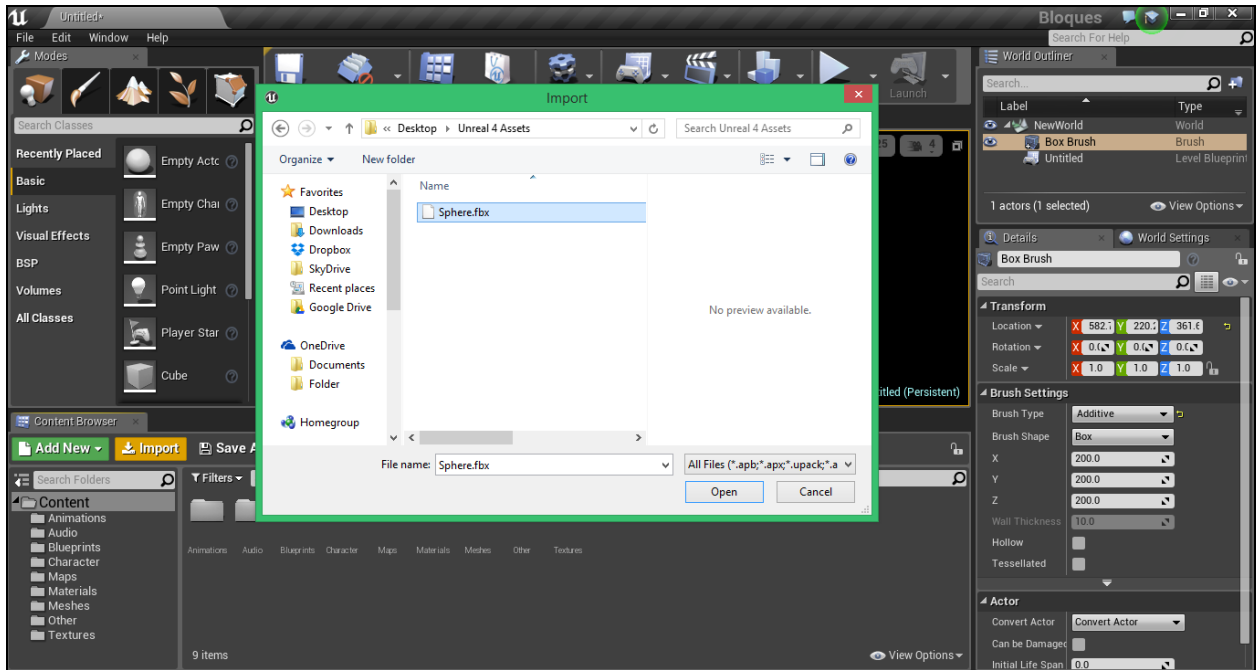


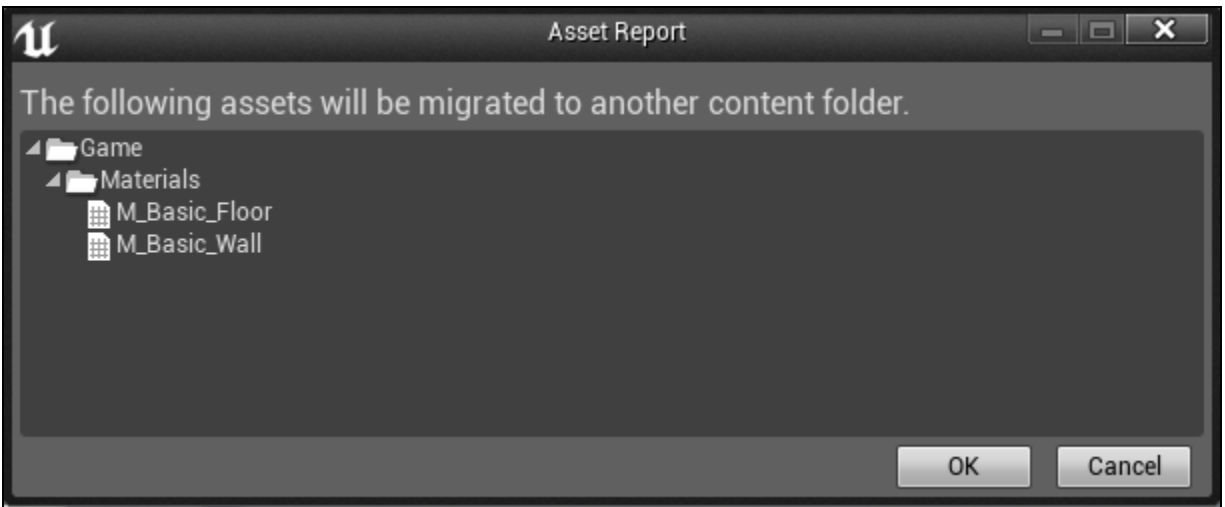
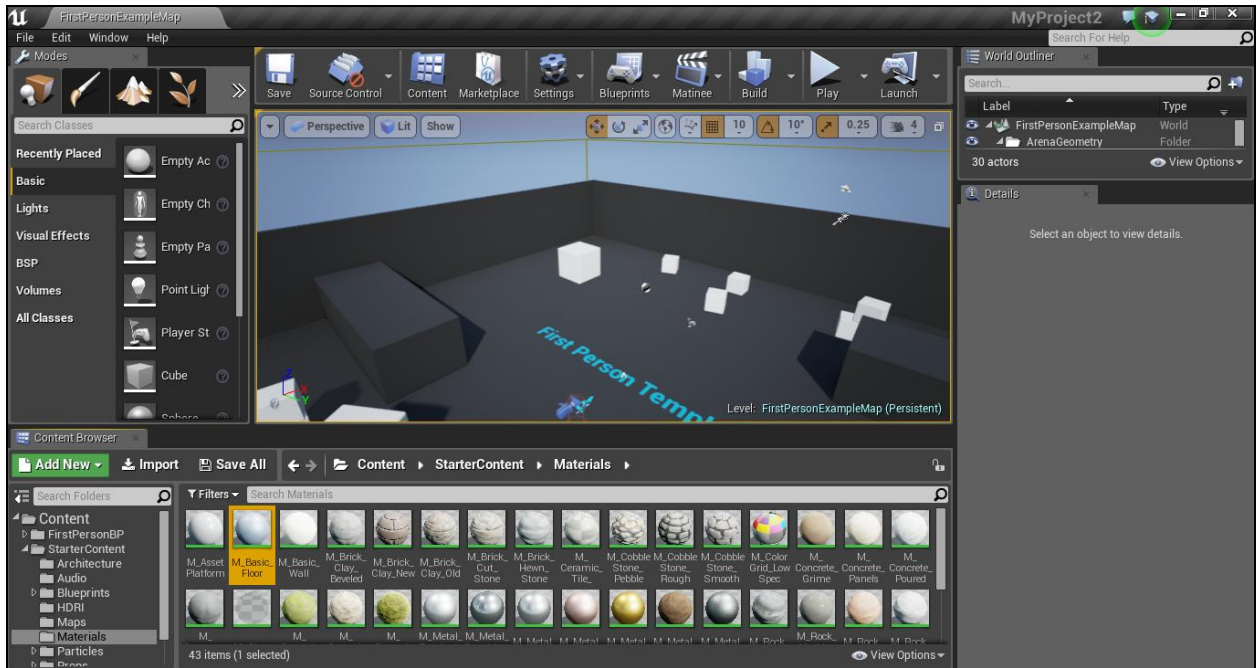


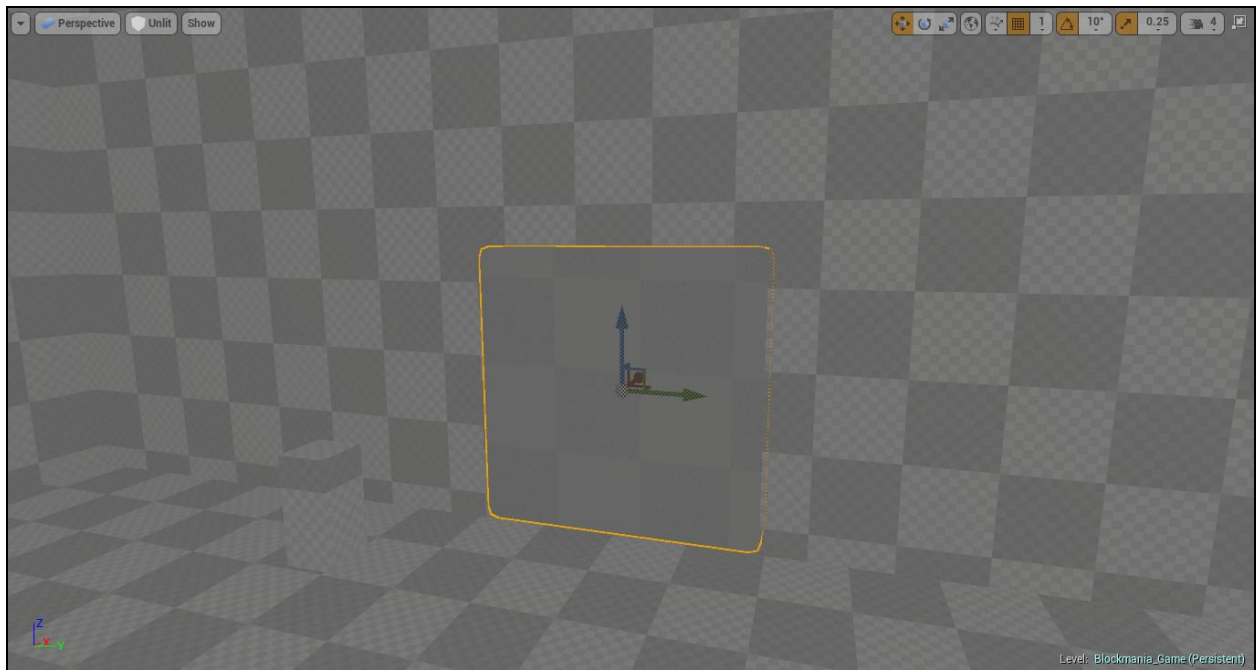
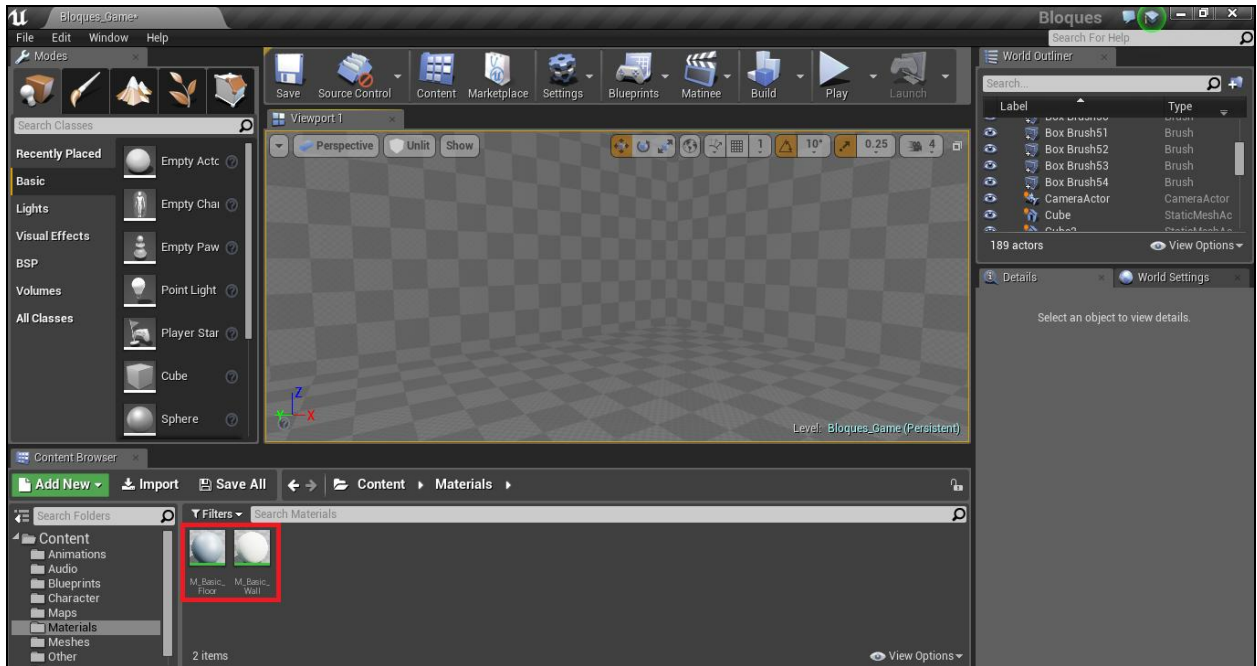


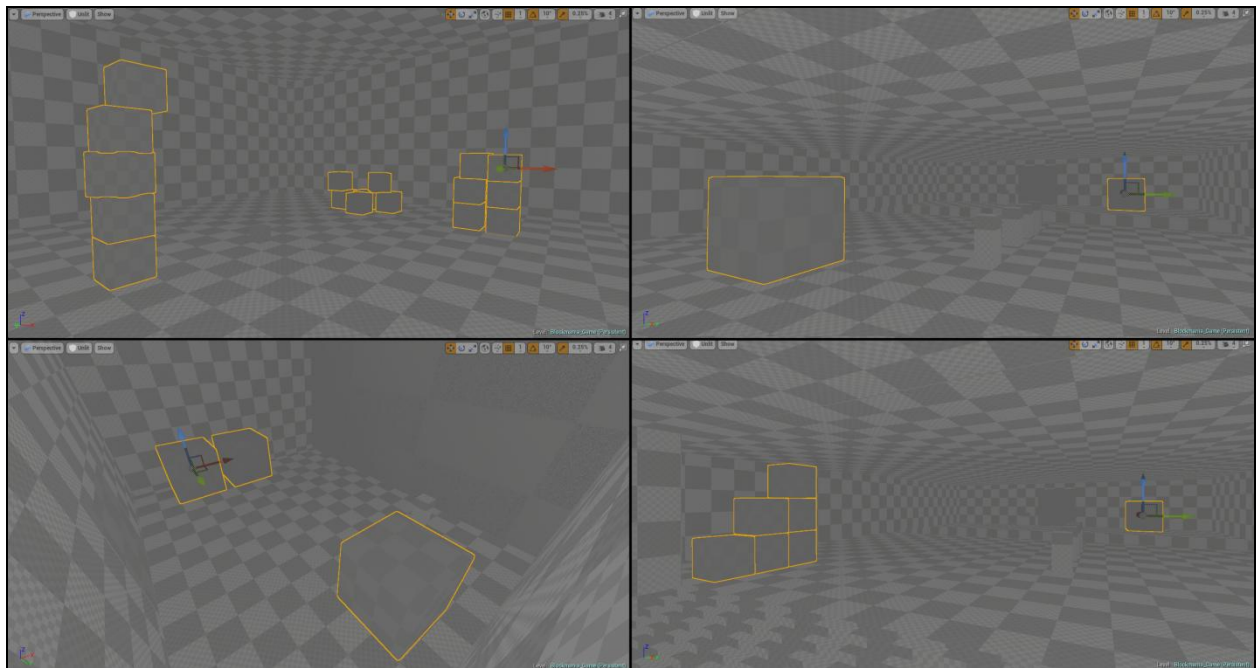
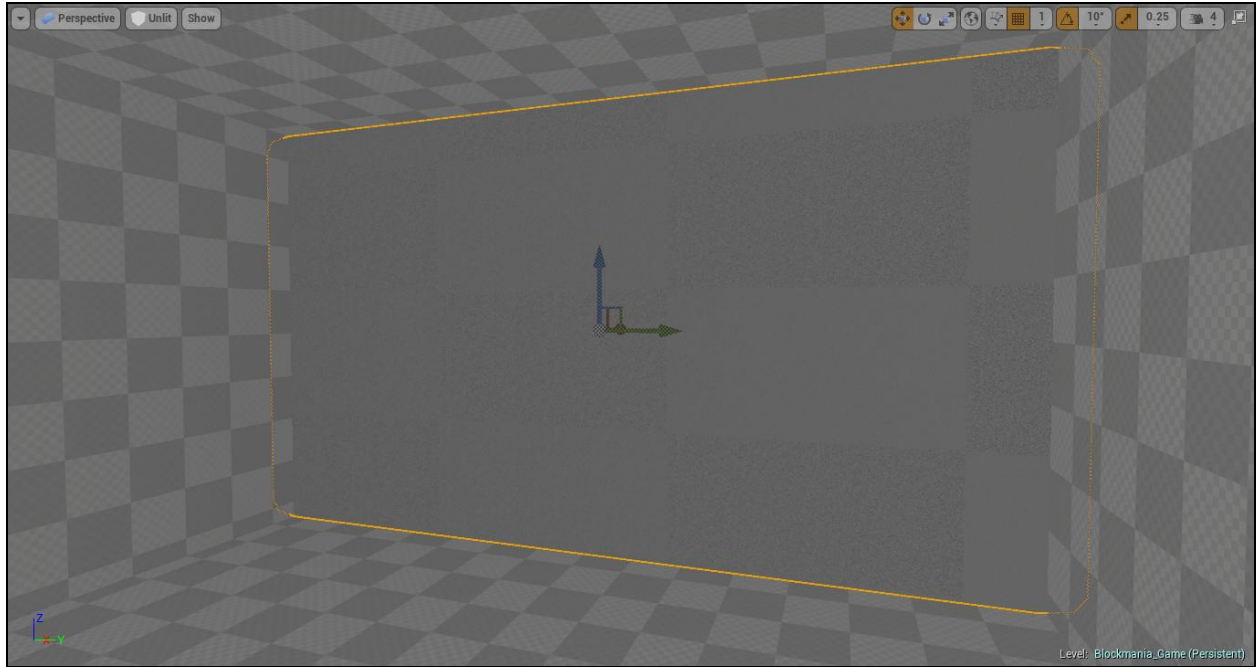


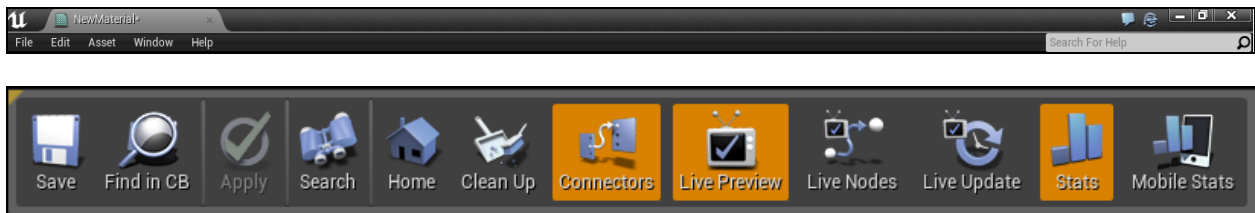
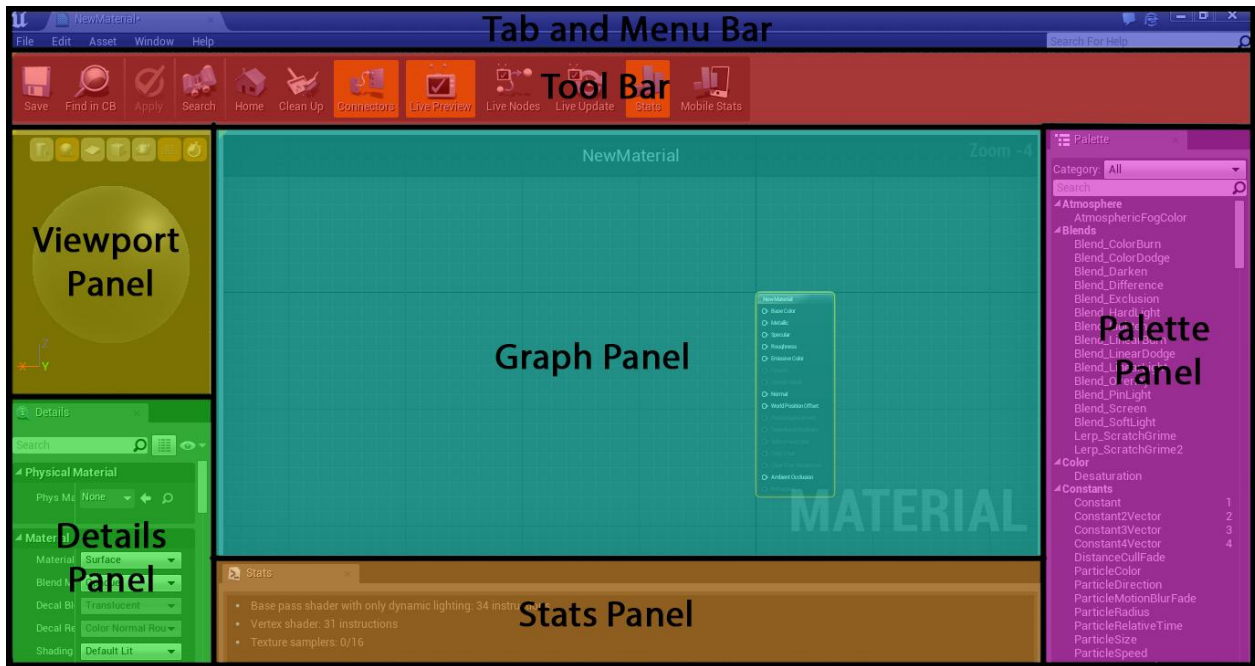
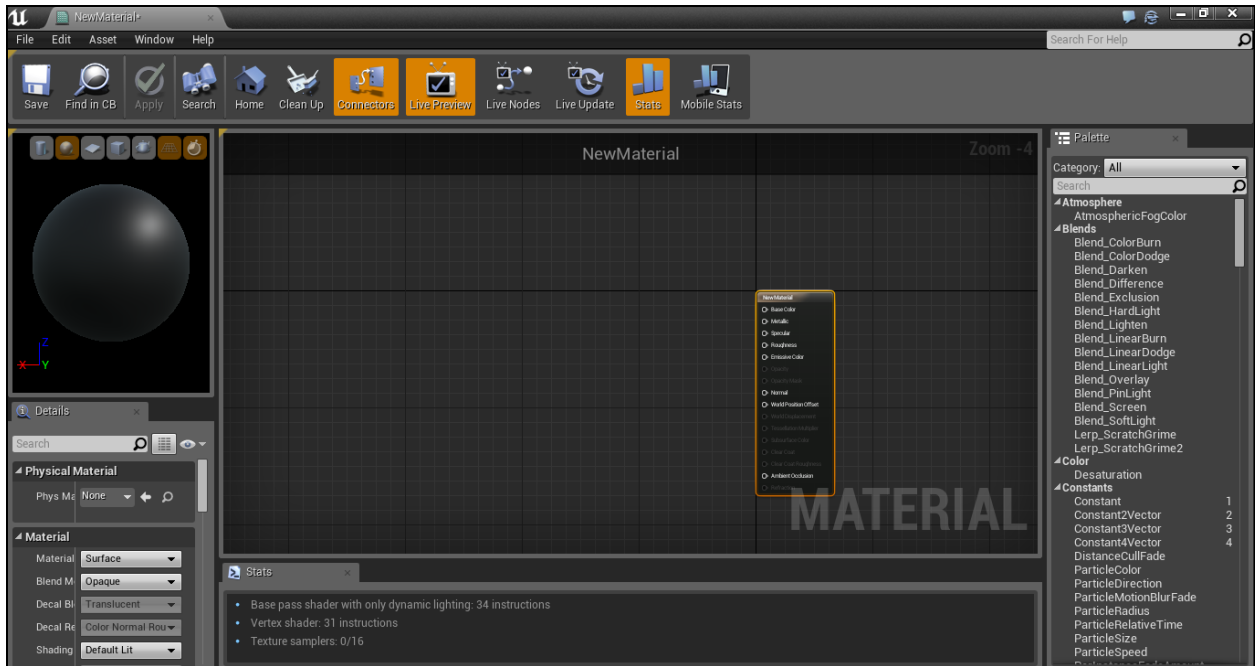


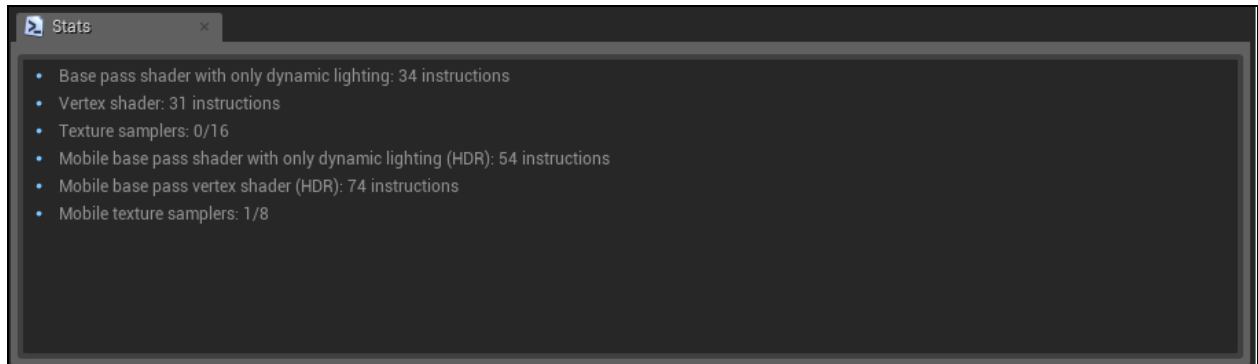
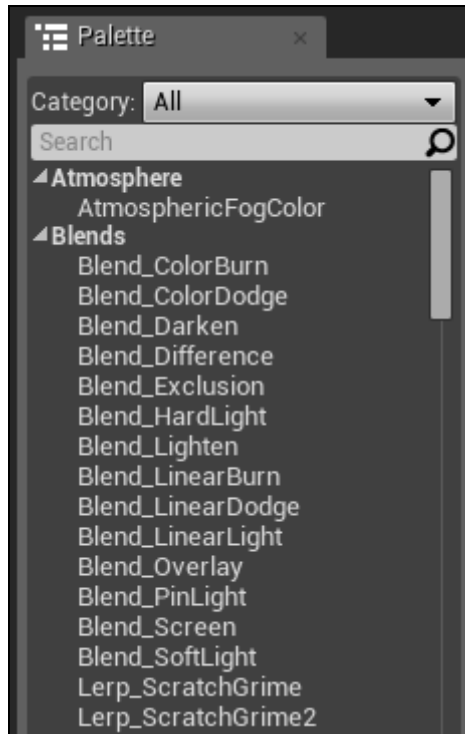


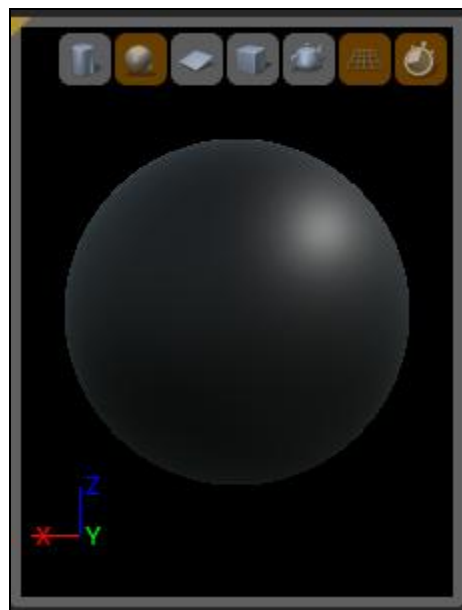
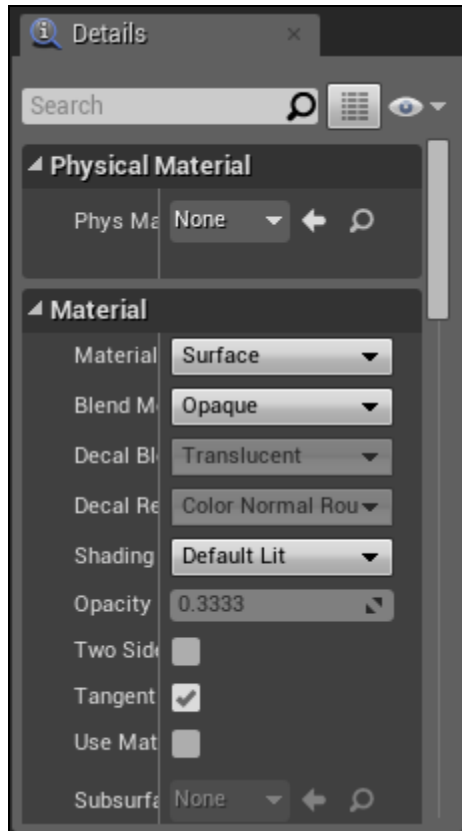


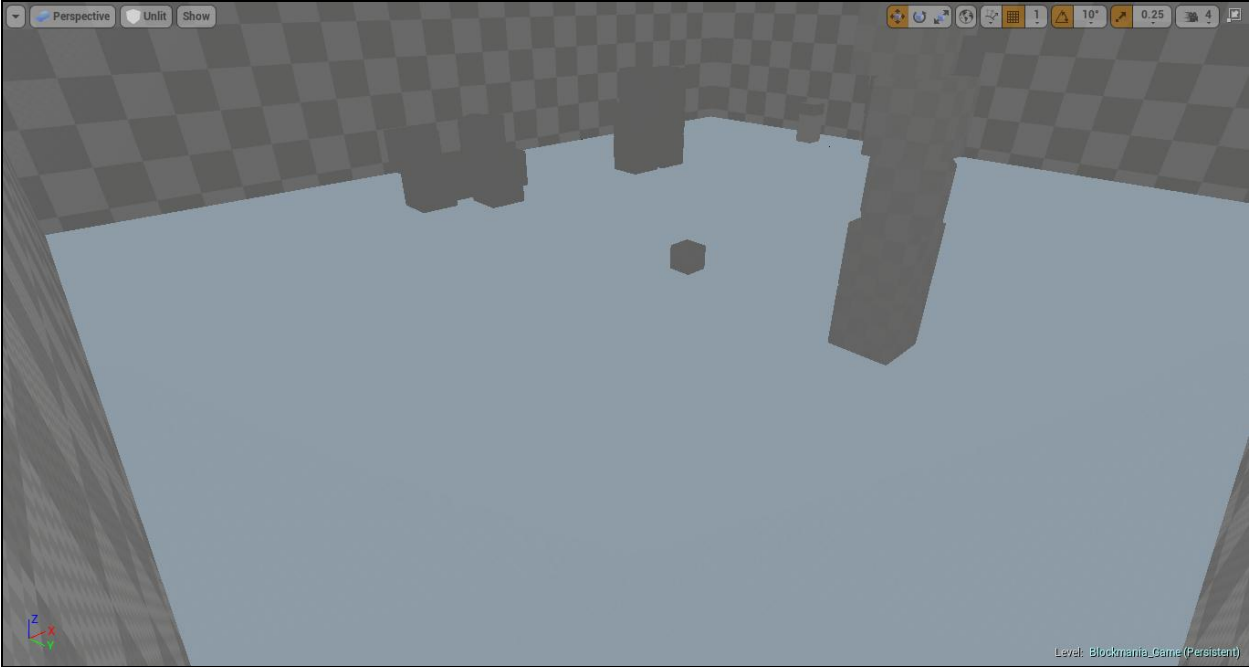
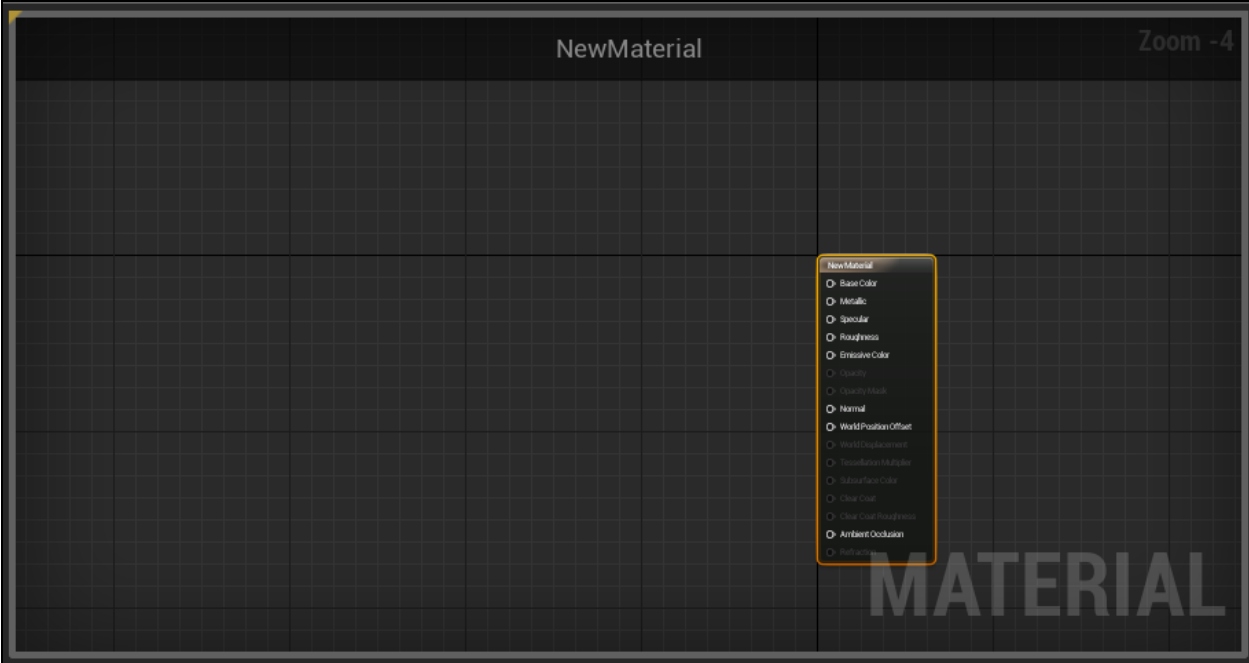


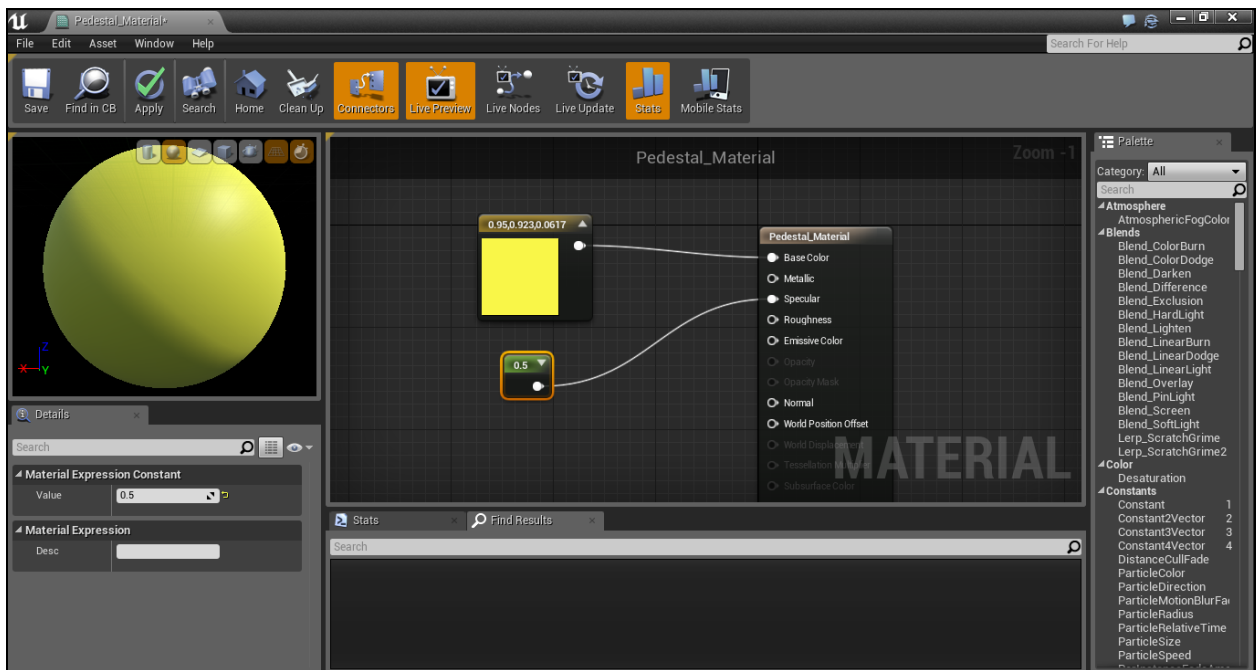
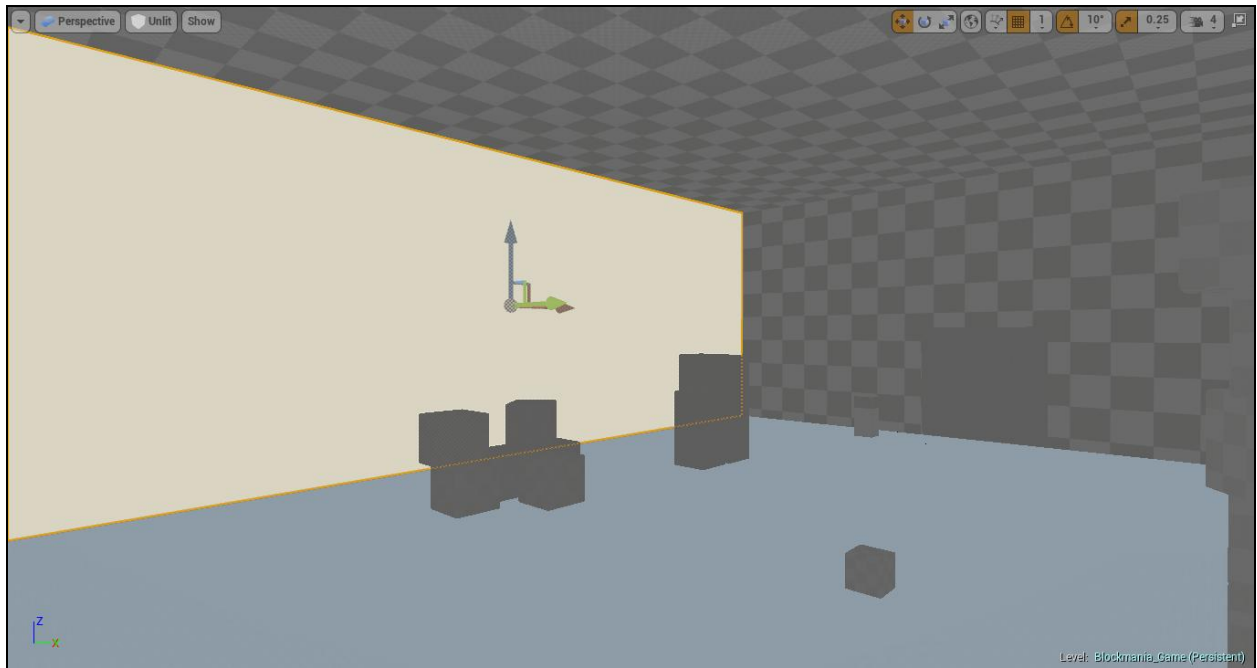


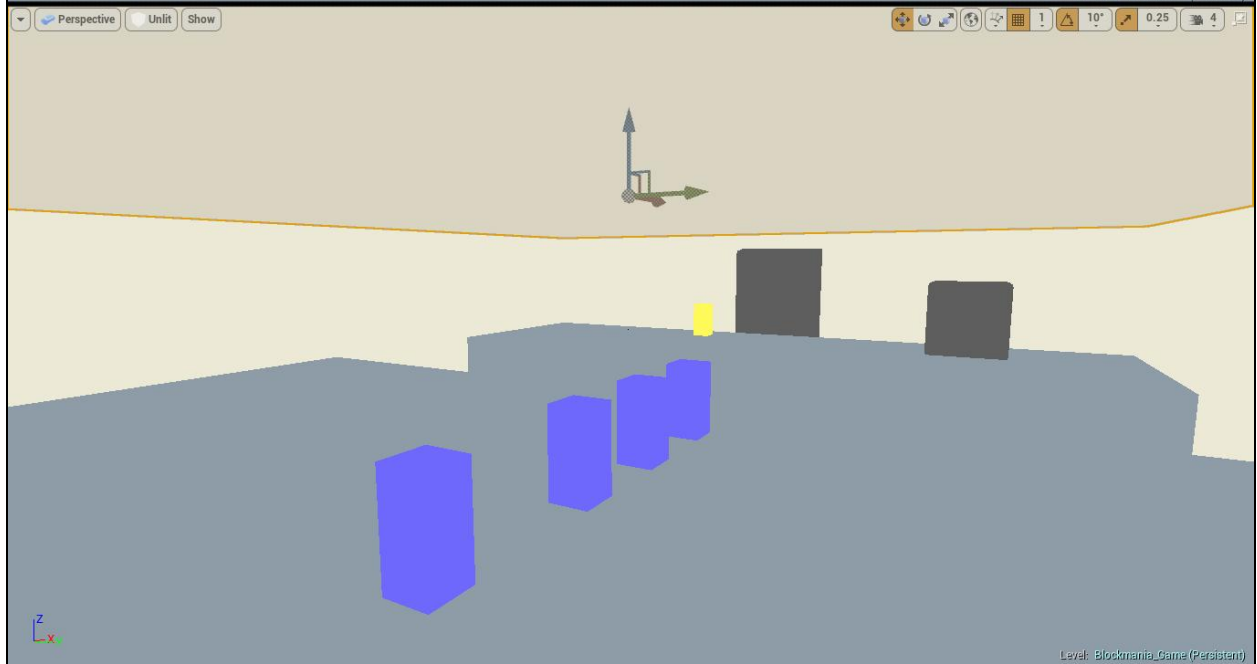
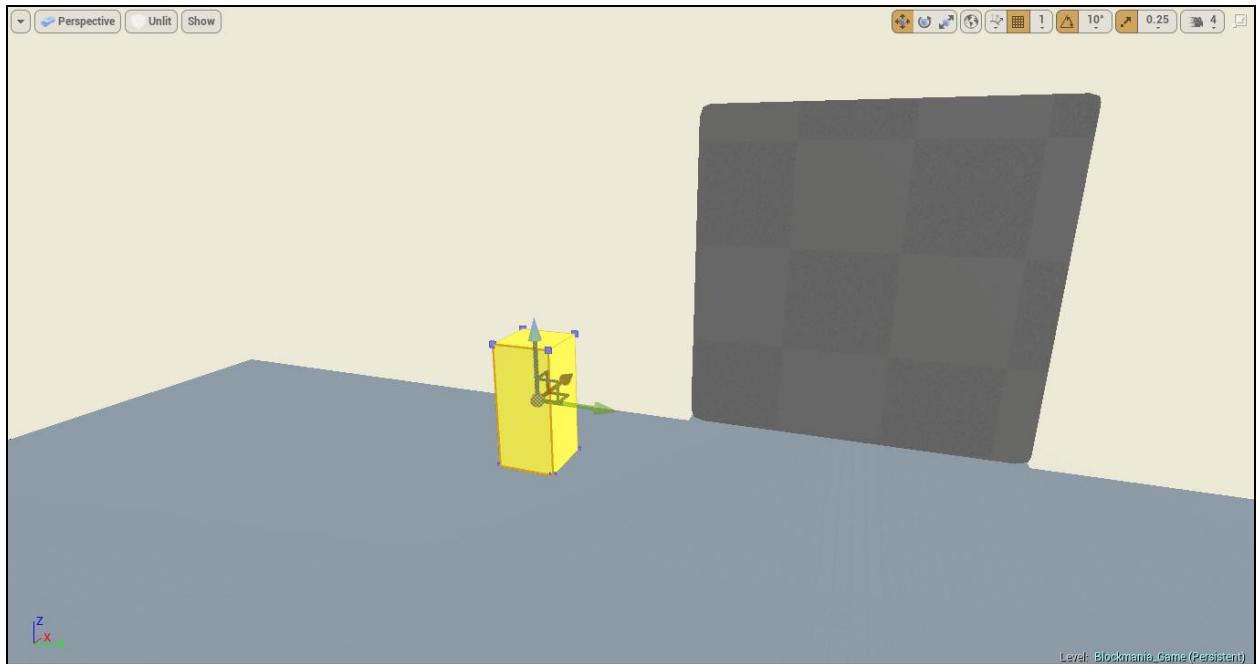


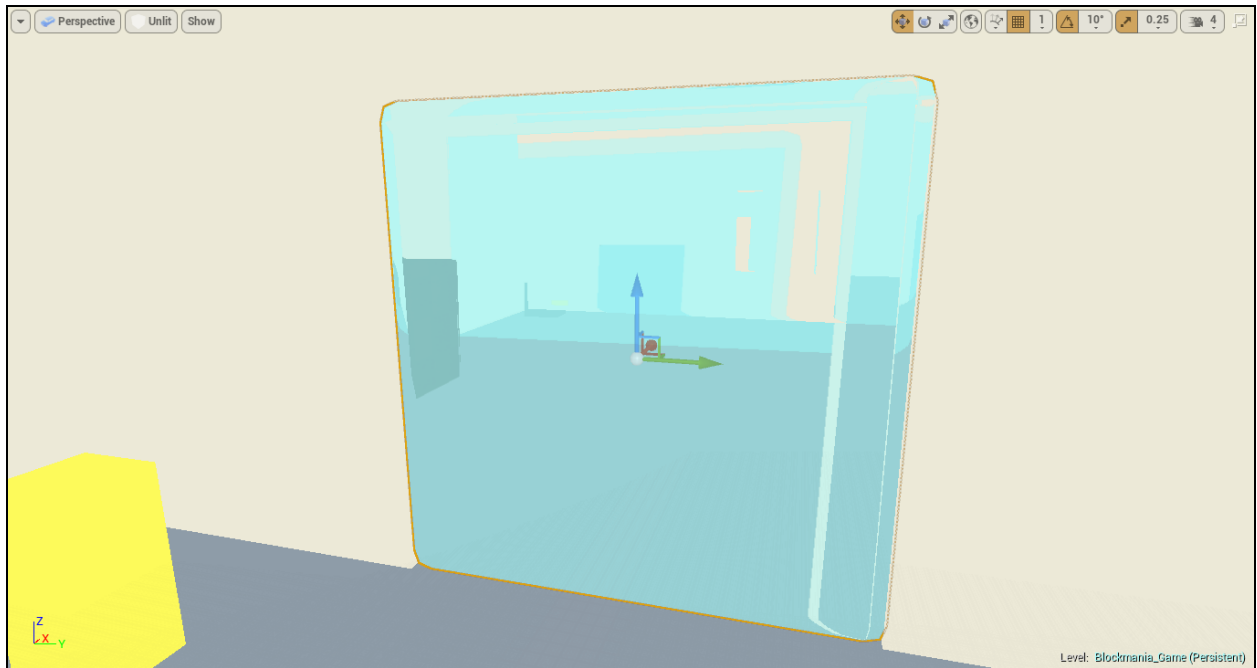
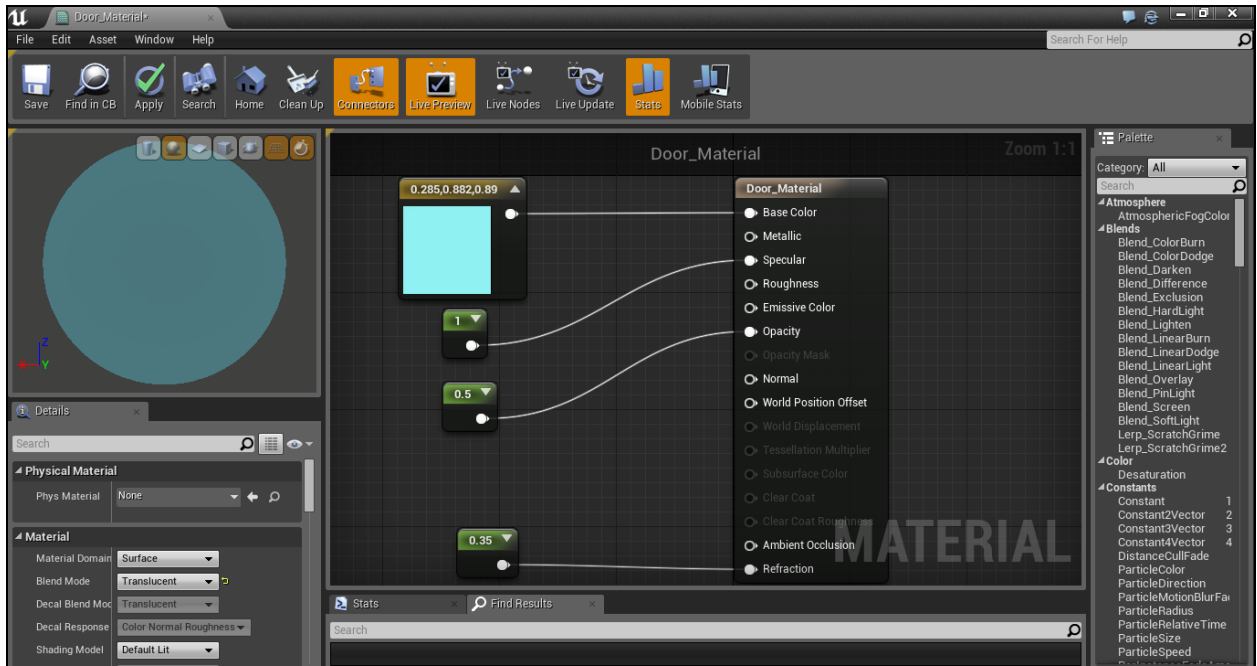


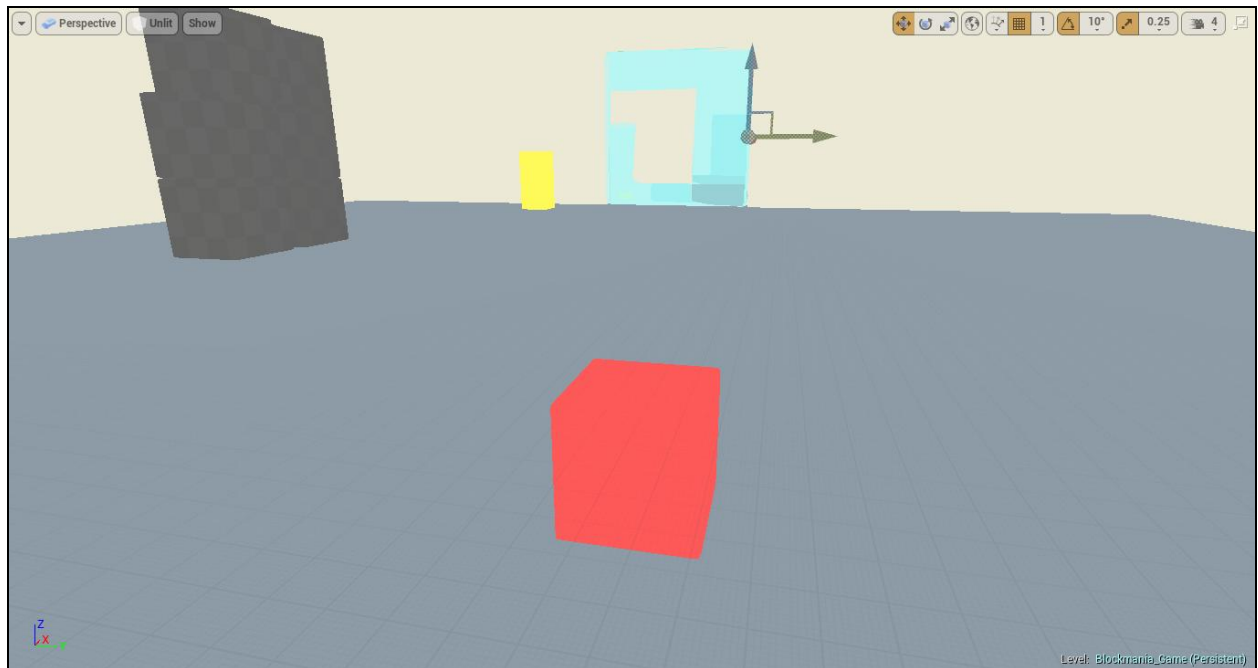
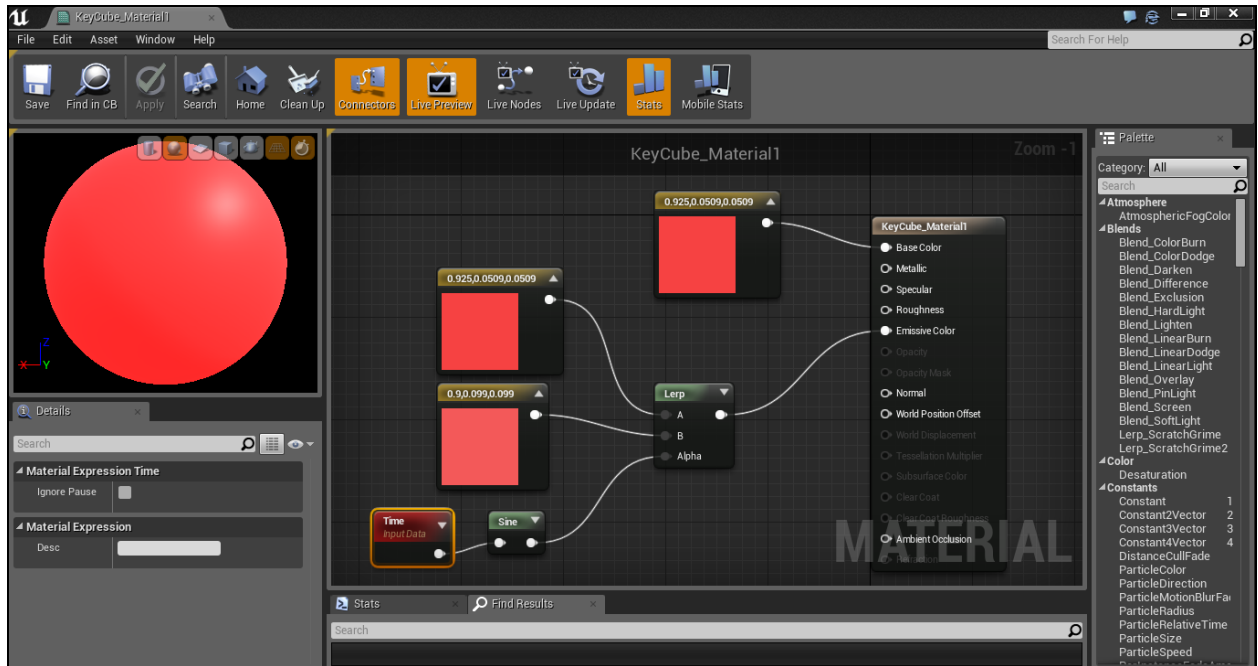


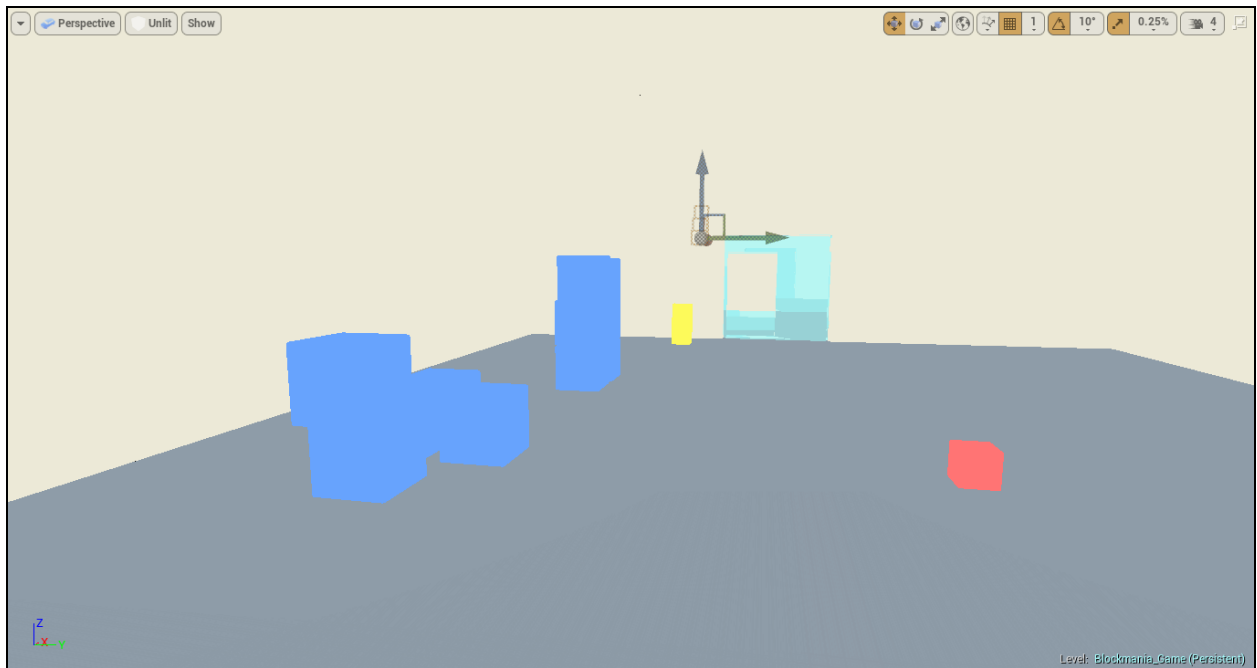
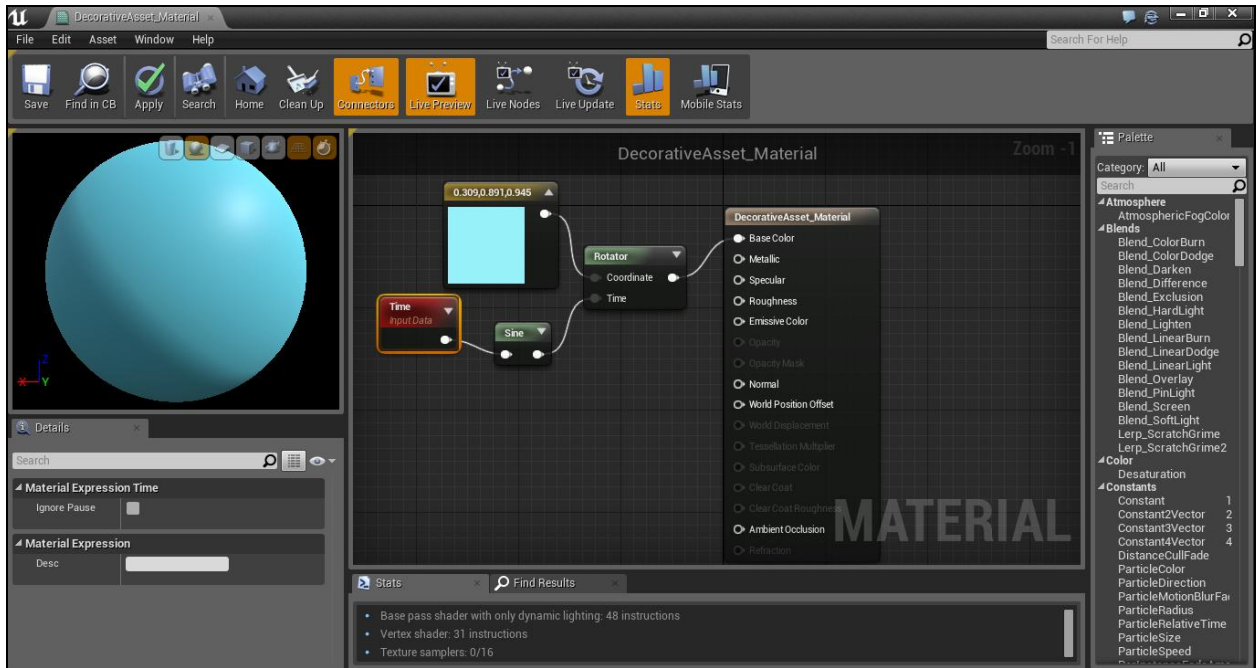


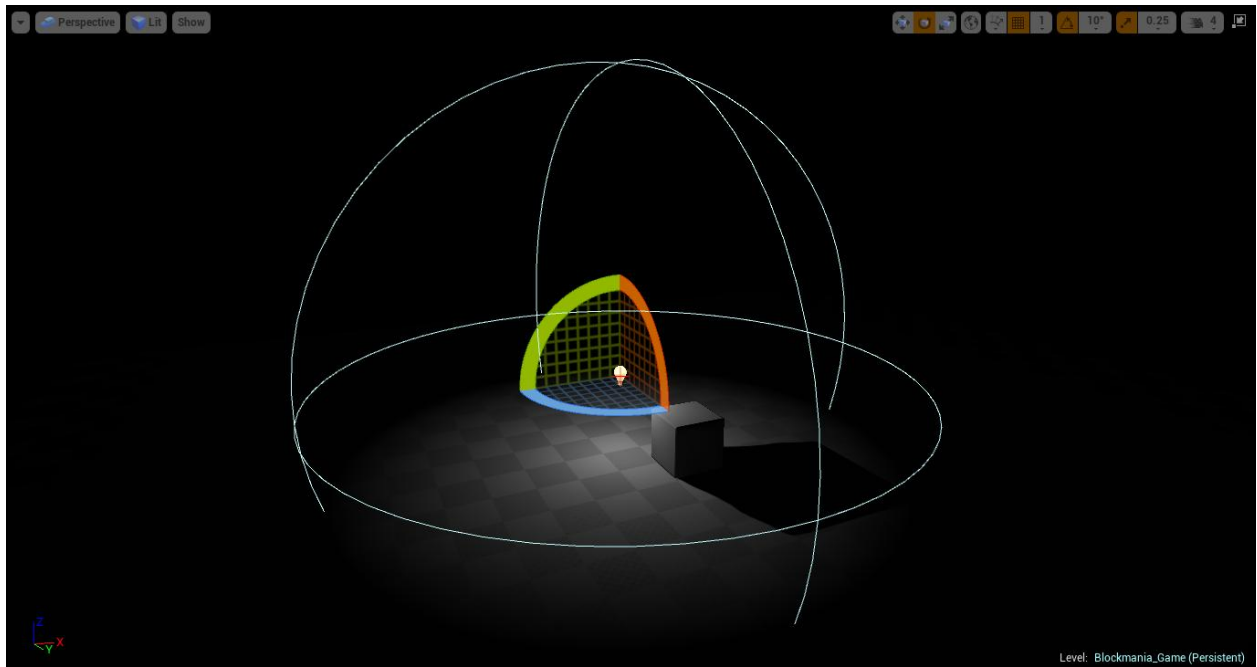
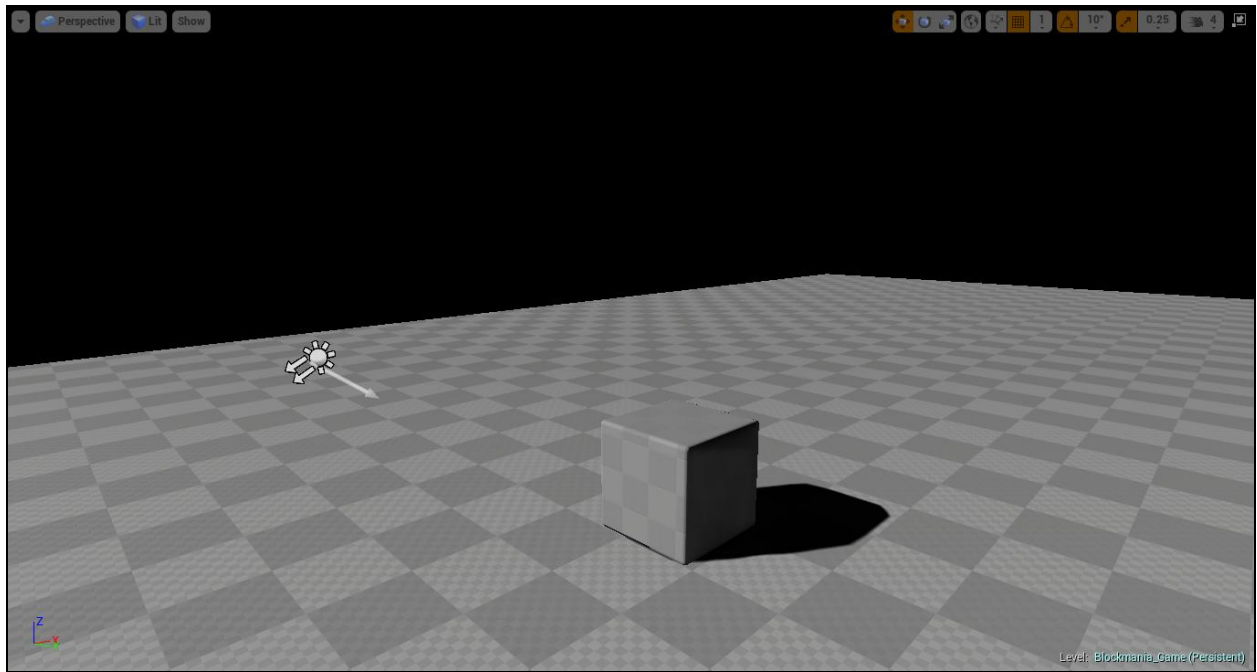


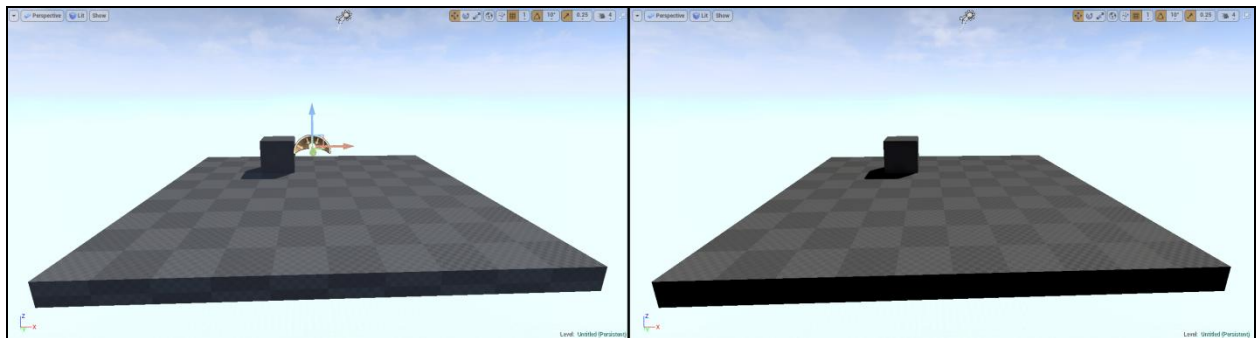
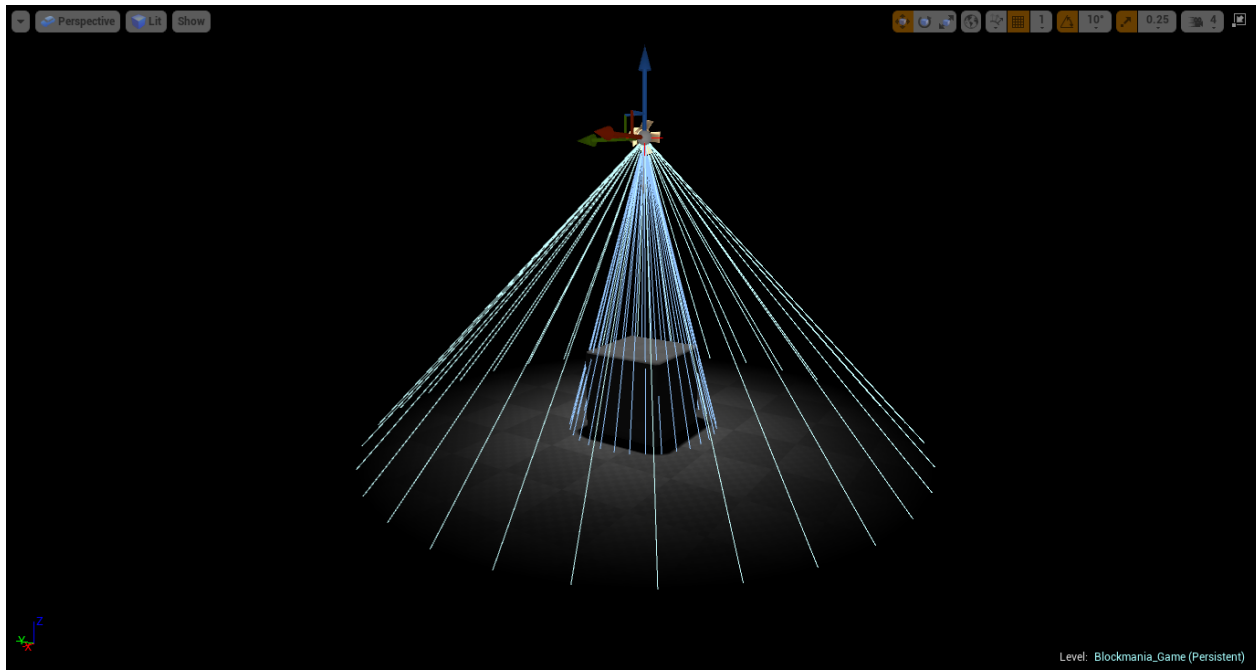


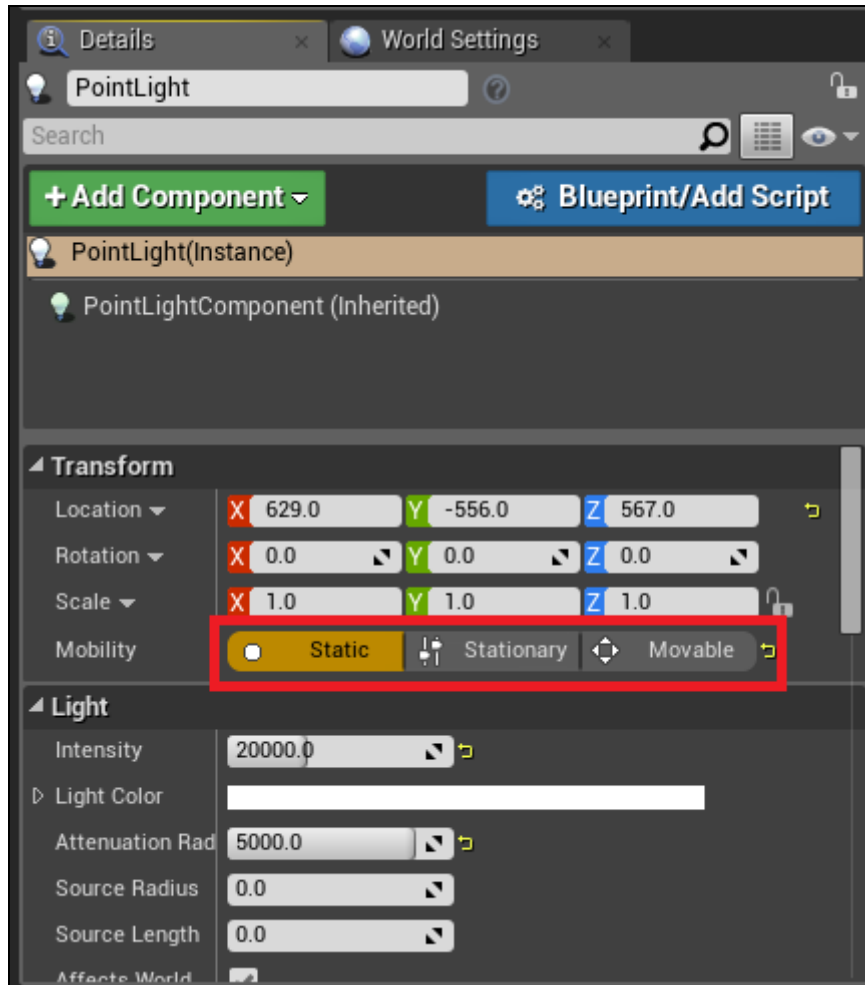


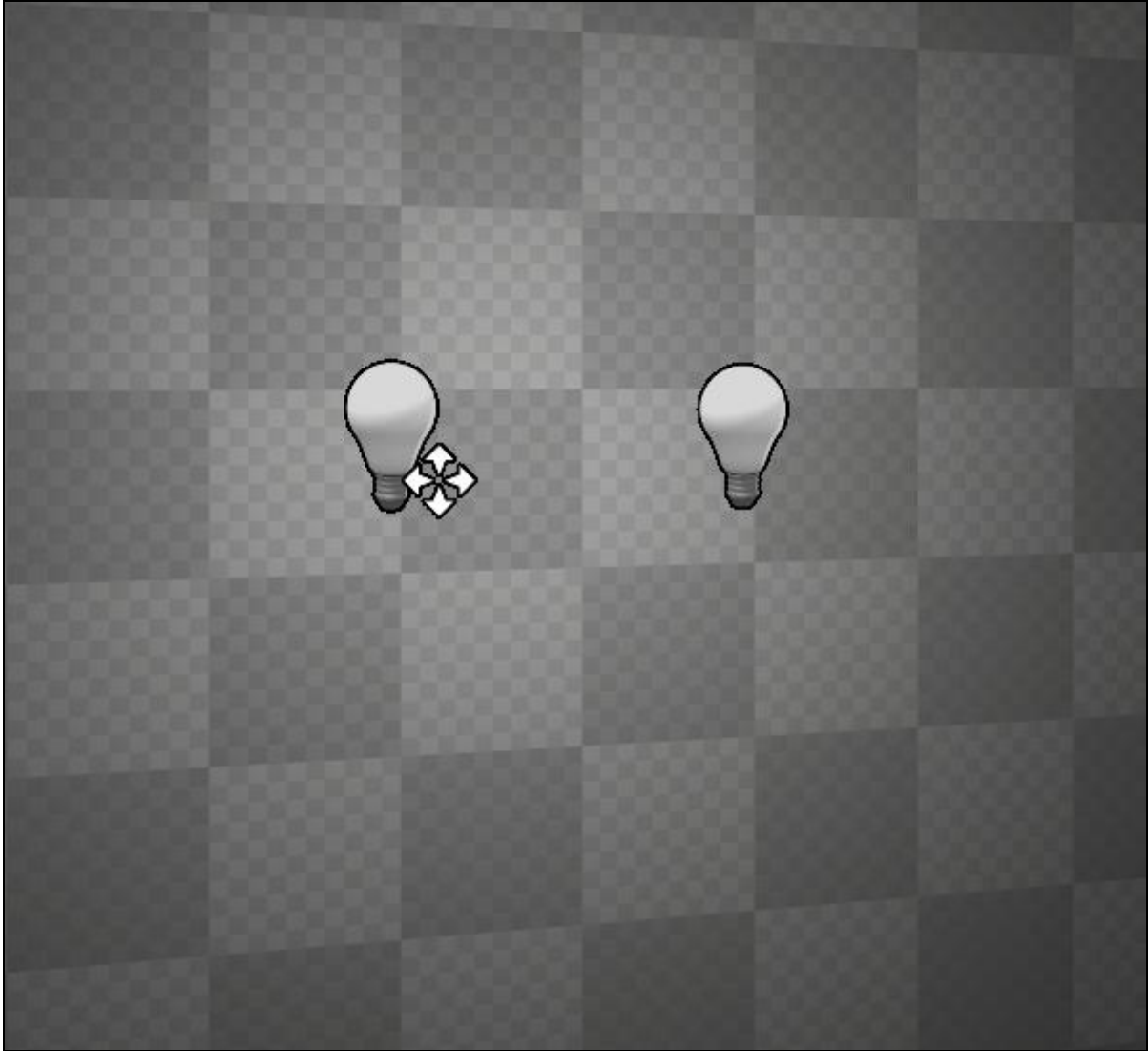


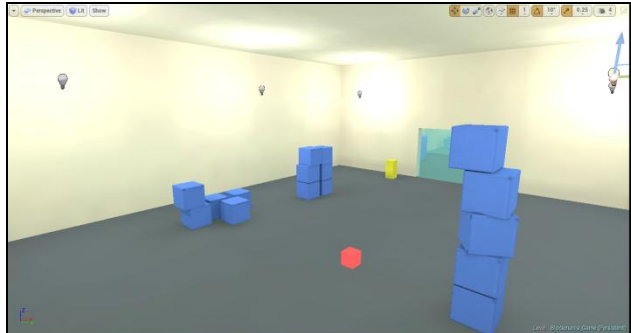




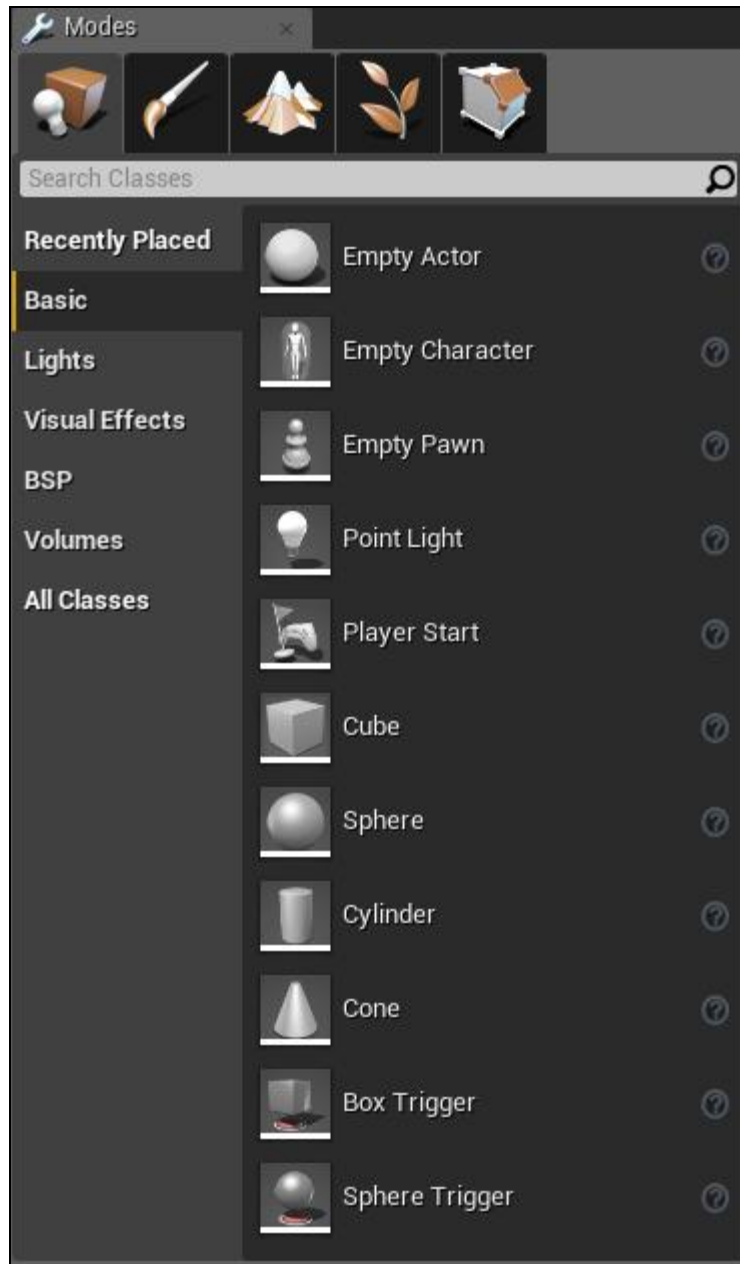


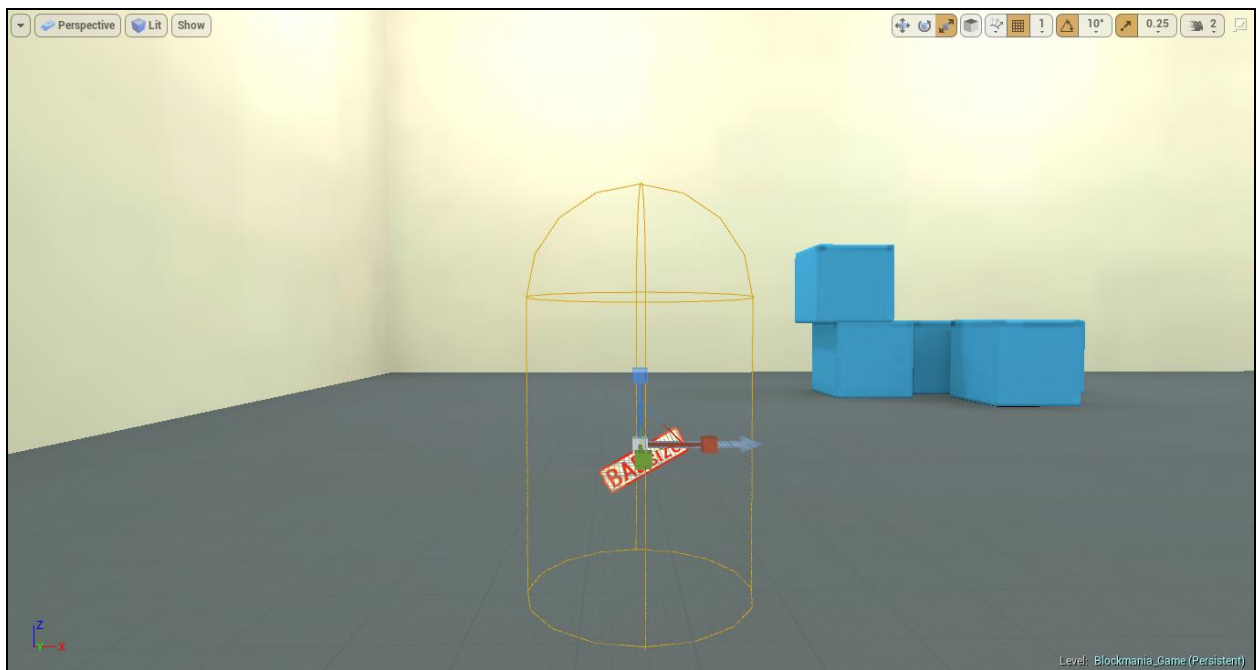
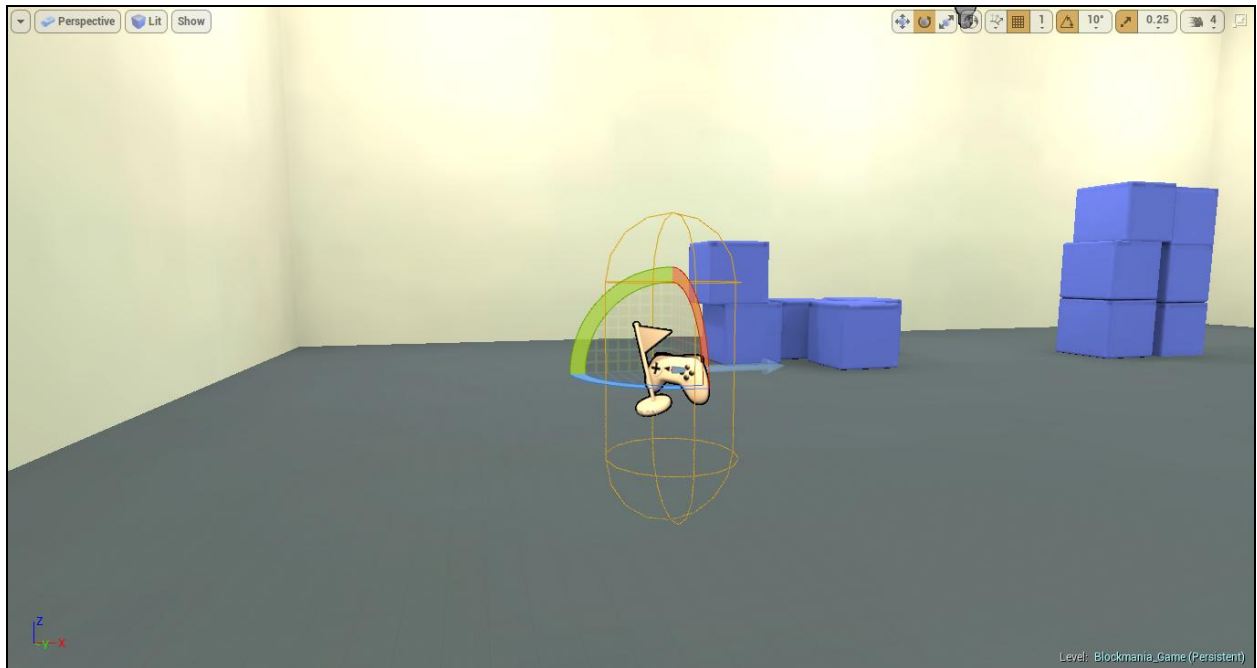


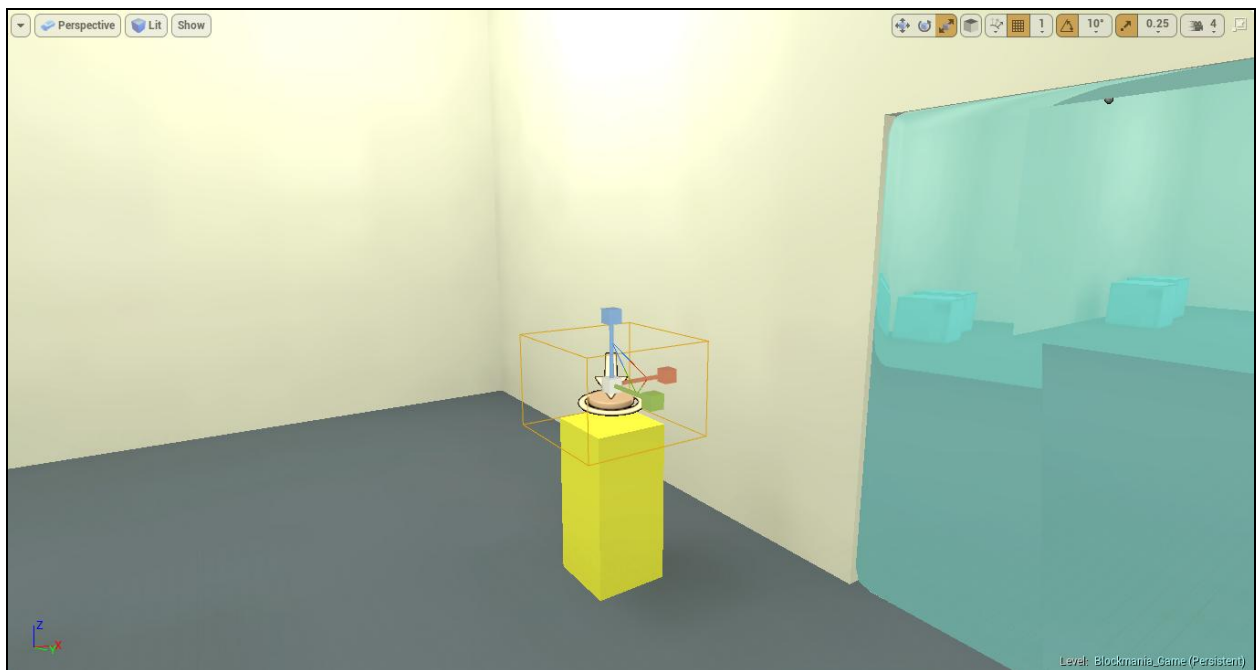
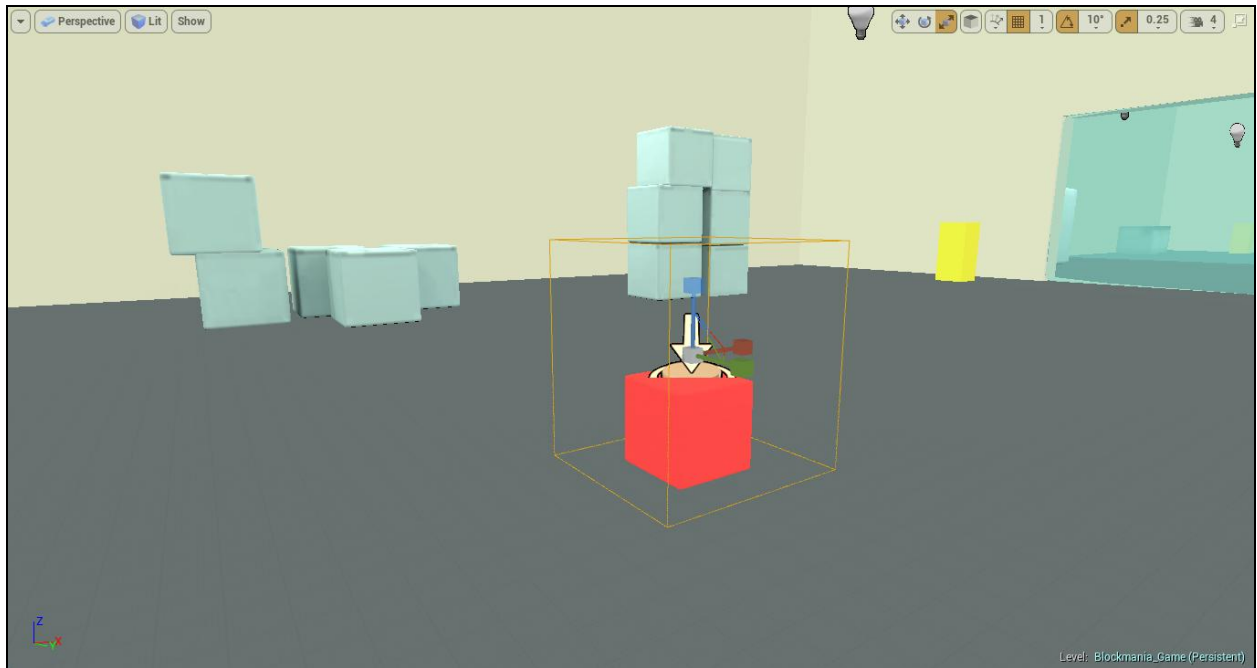




Chapter 4



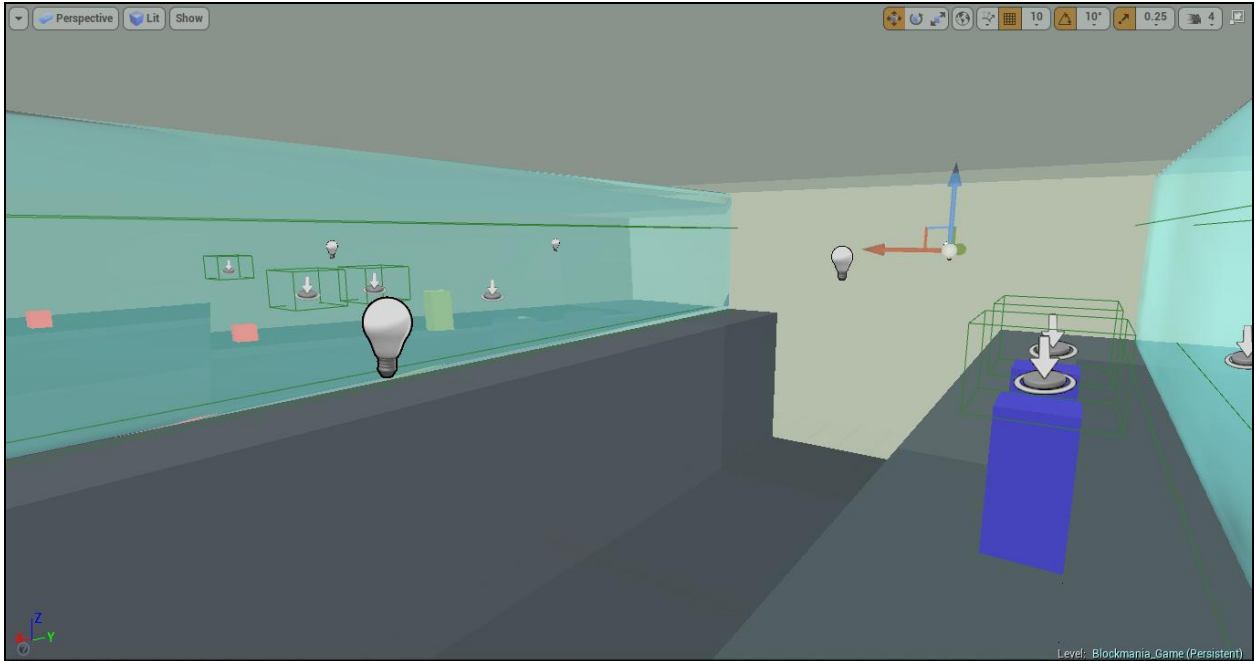


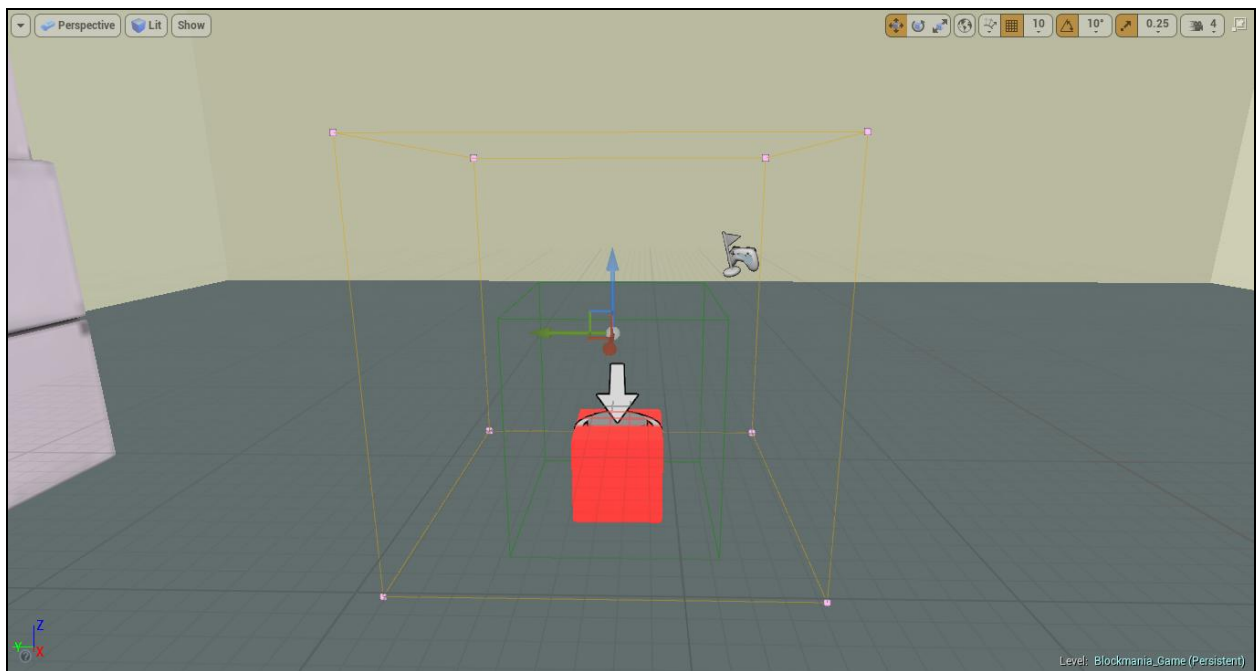
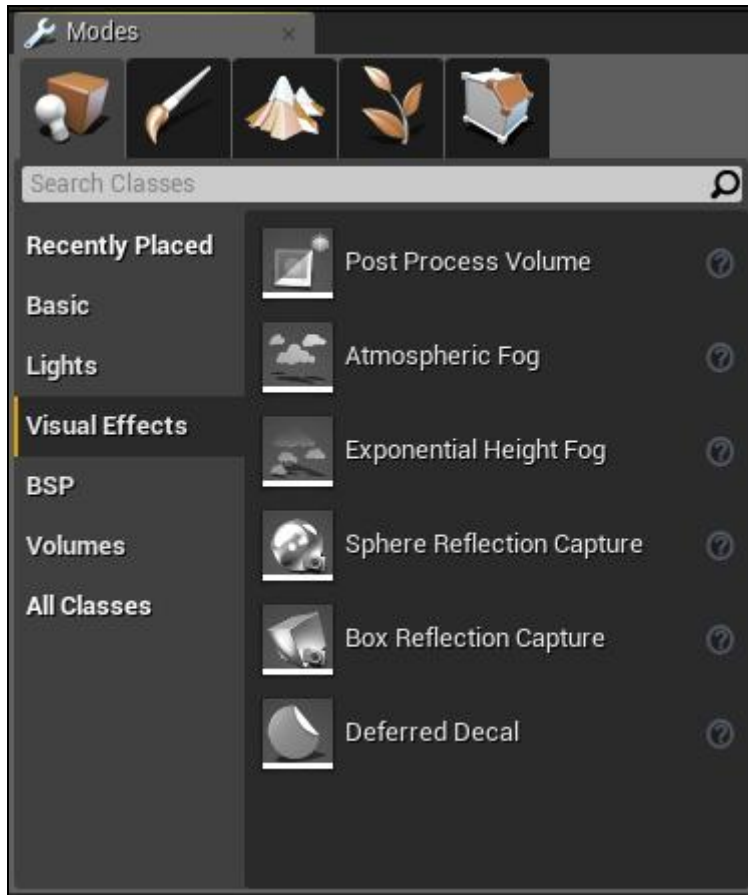


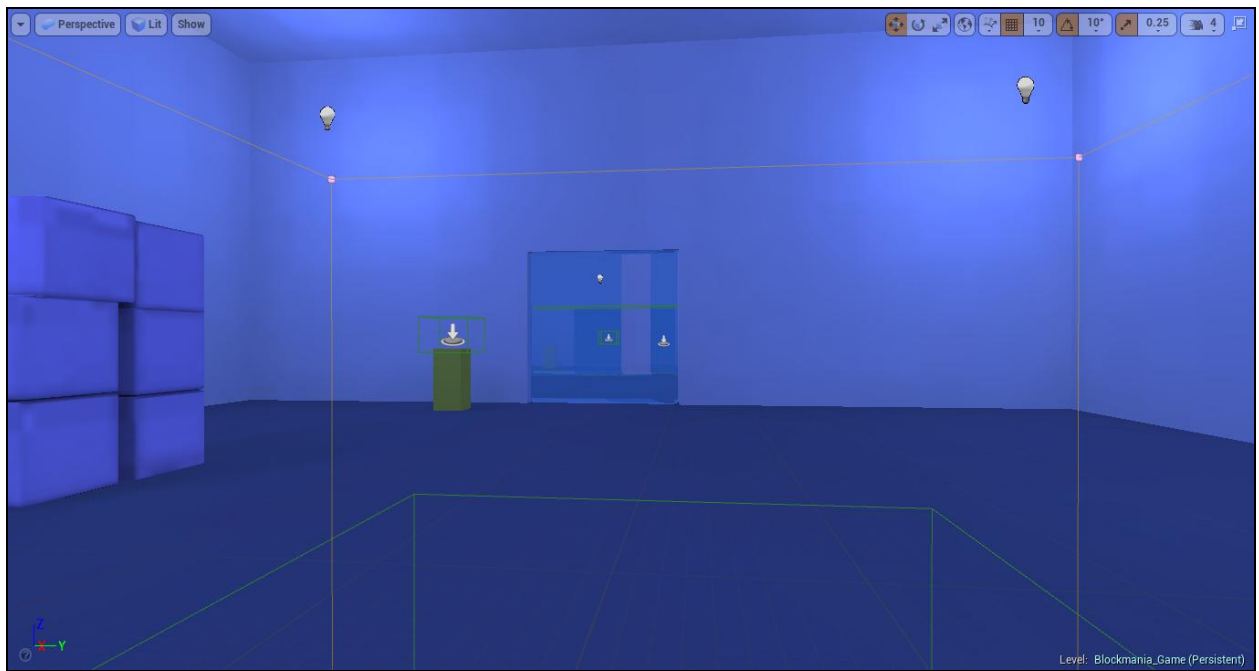
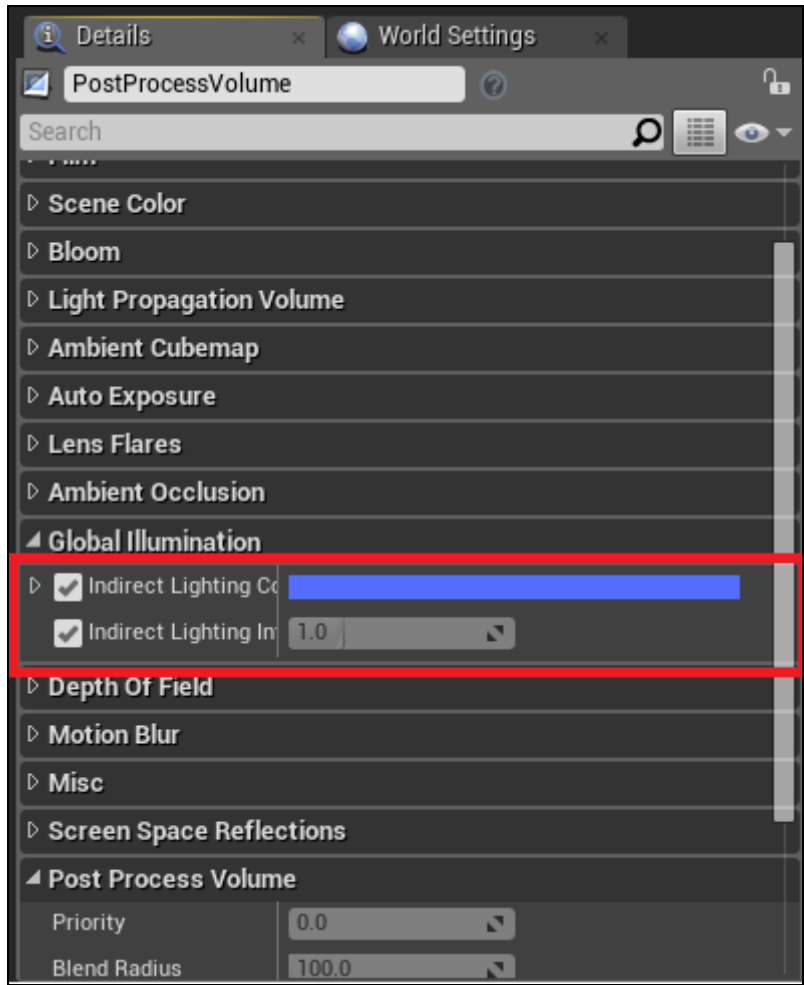


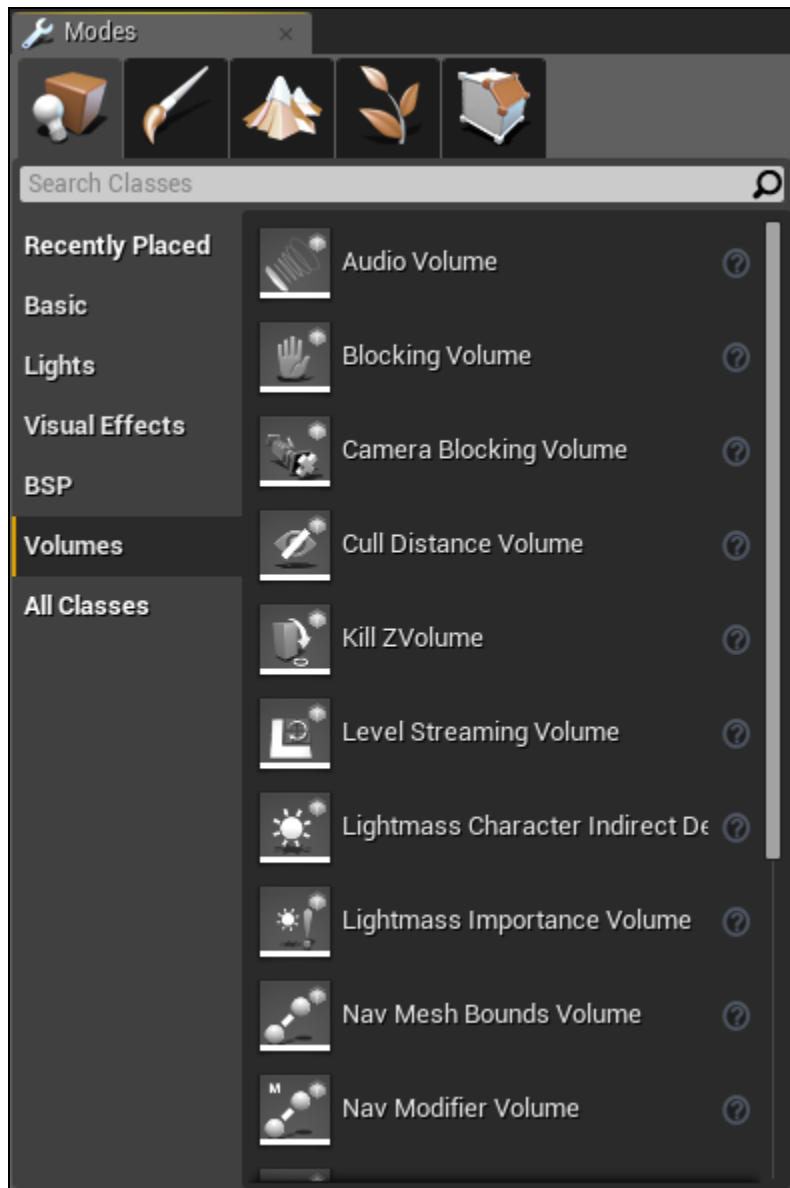


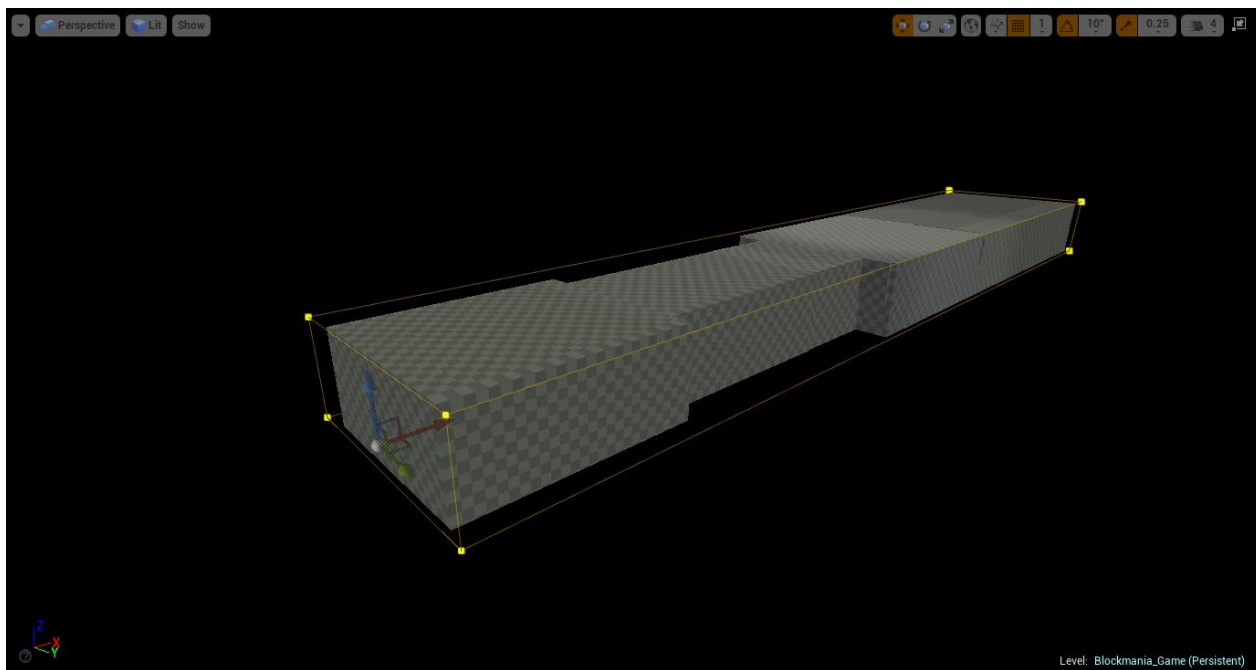
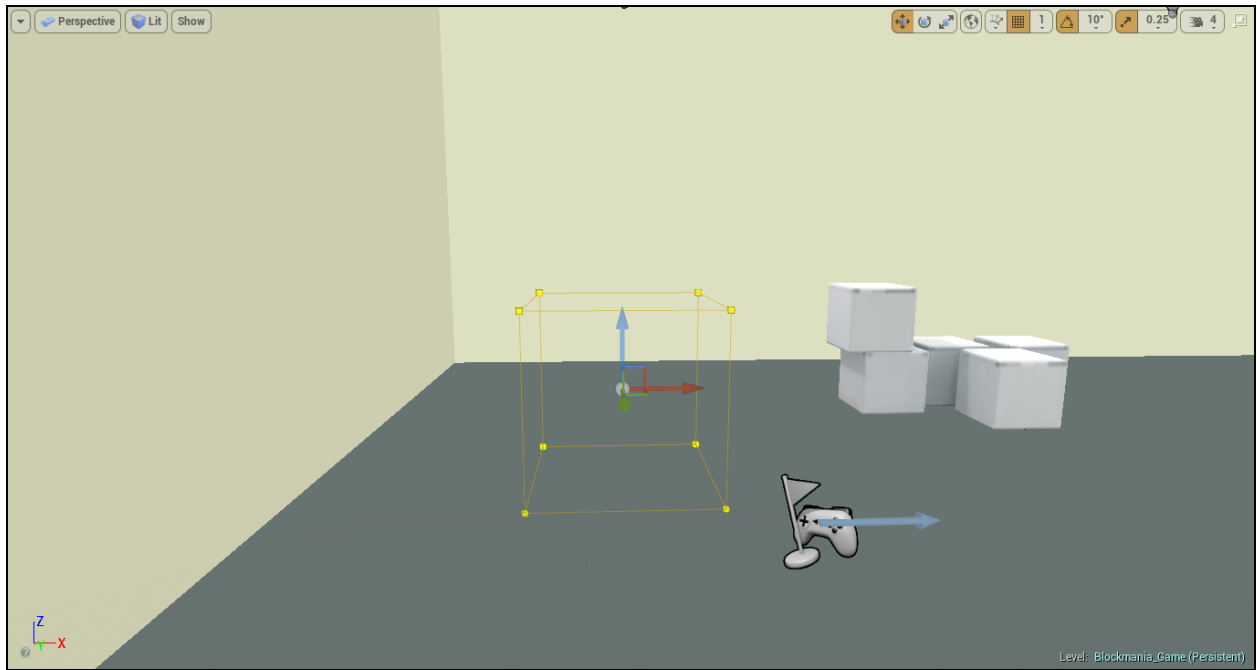


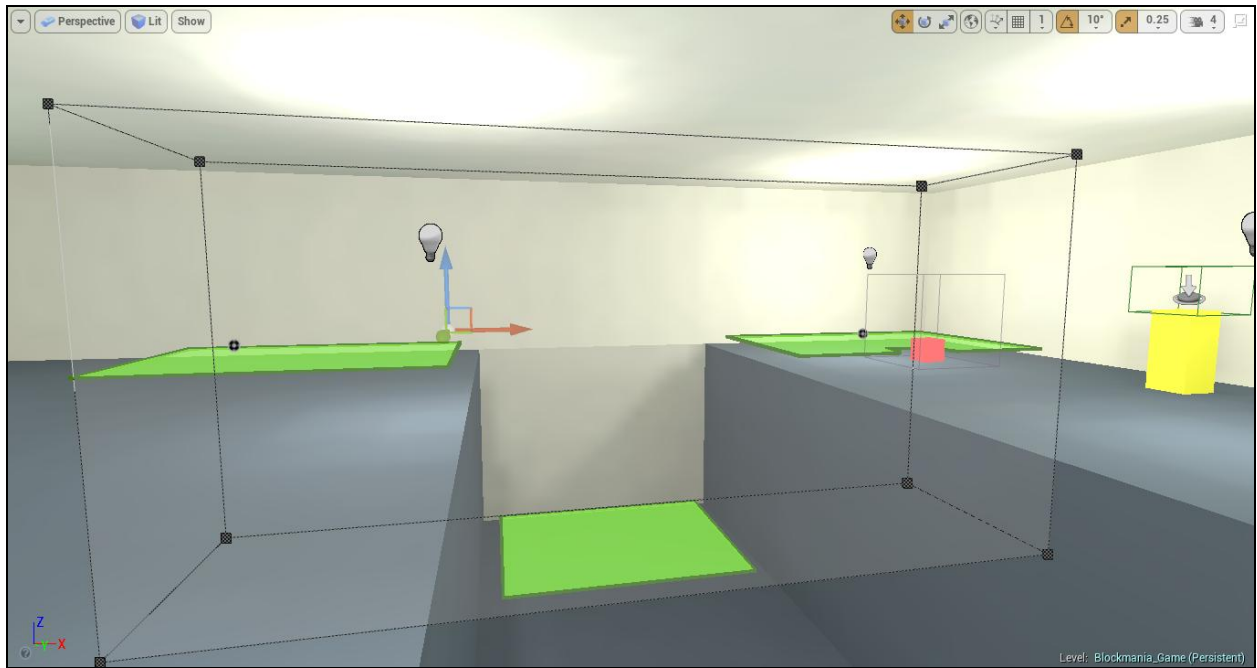


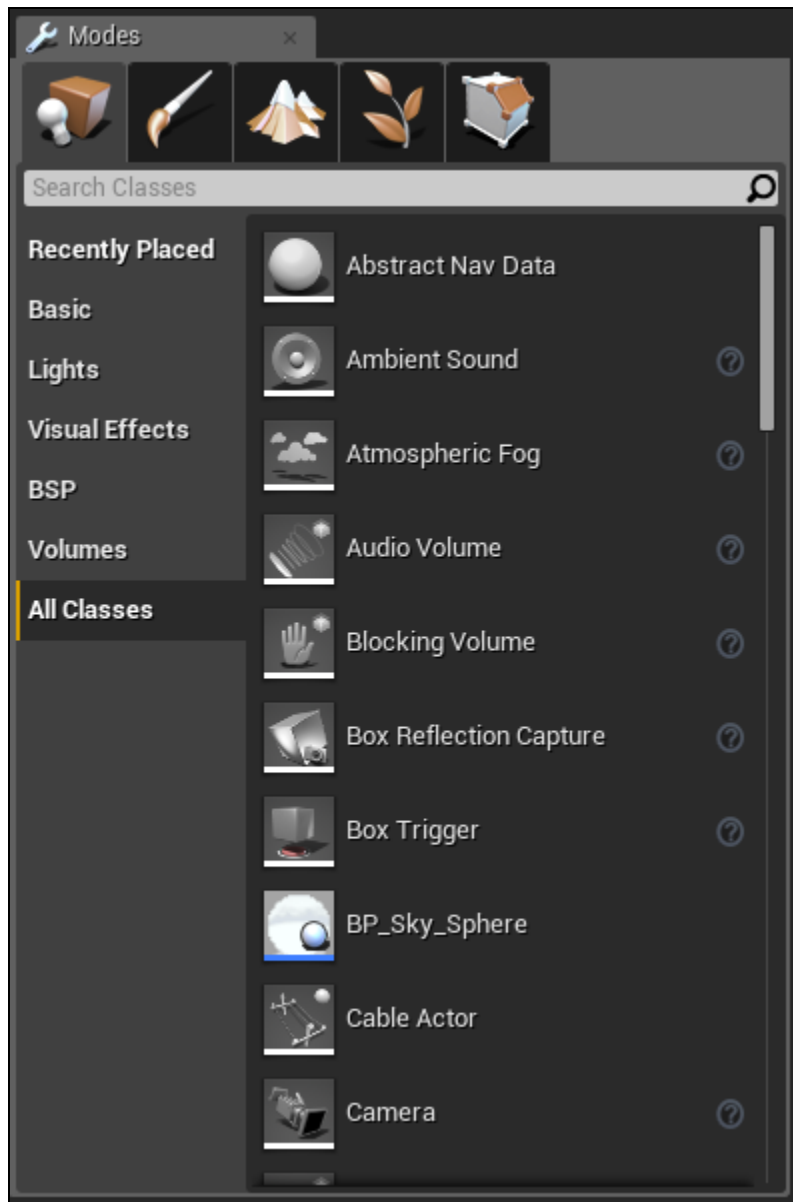


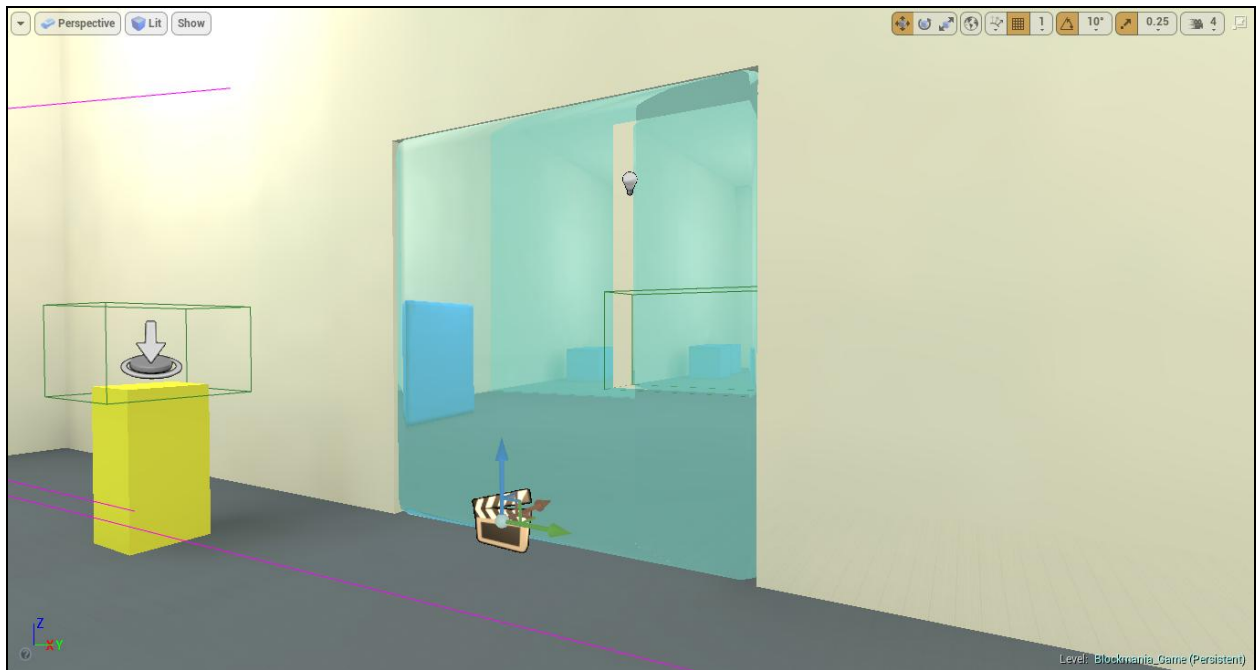
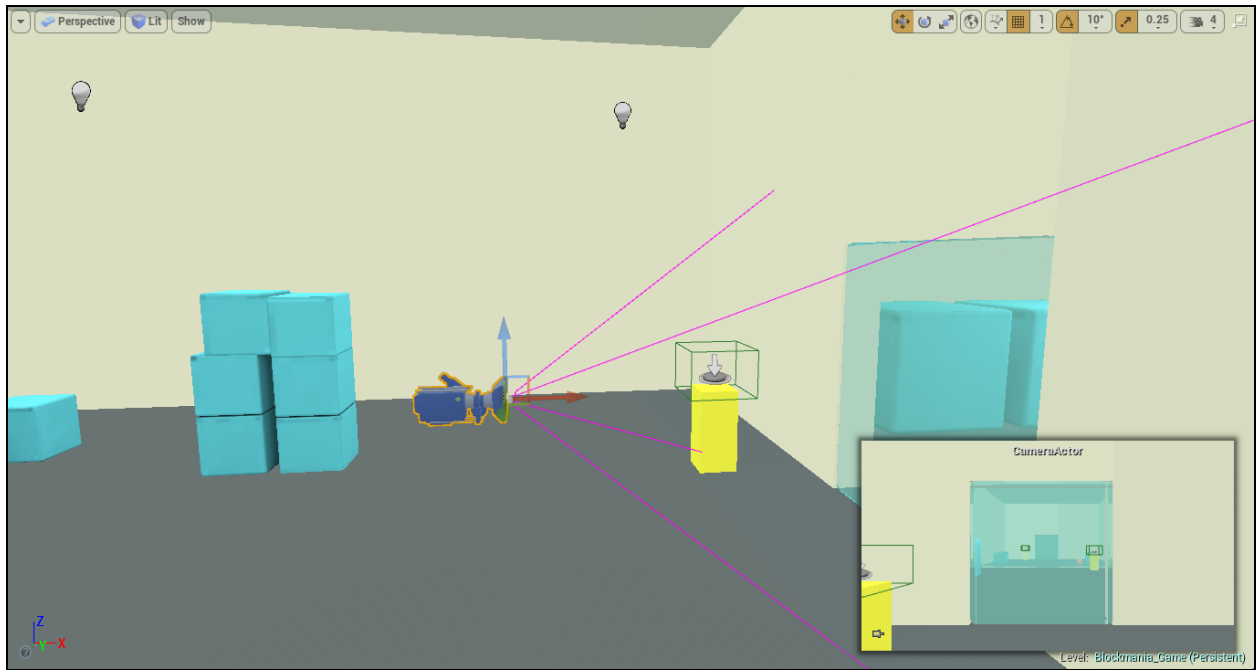


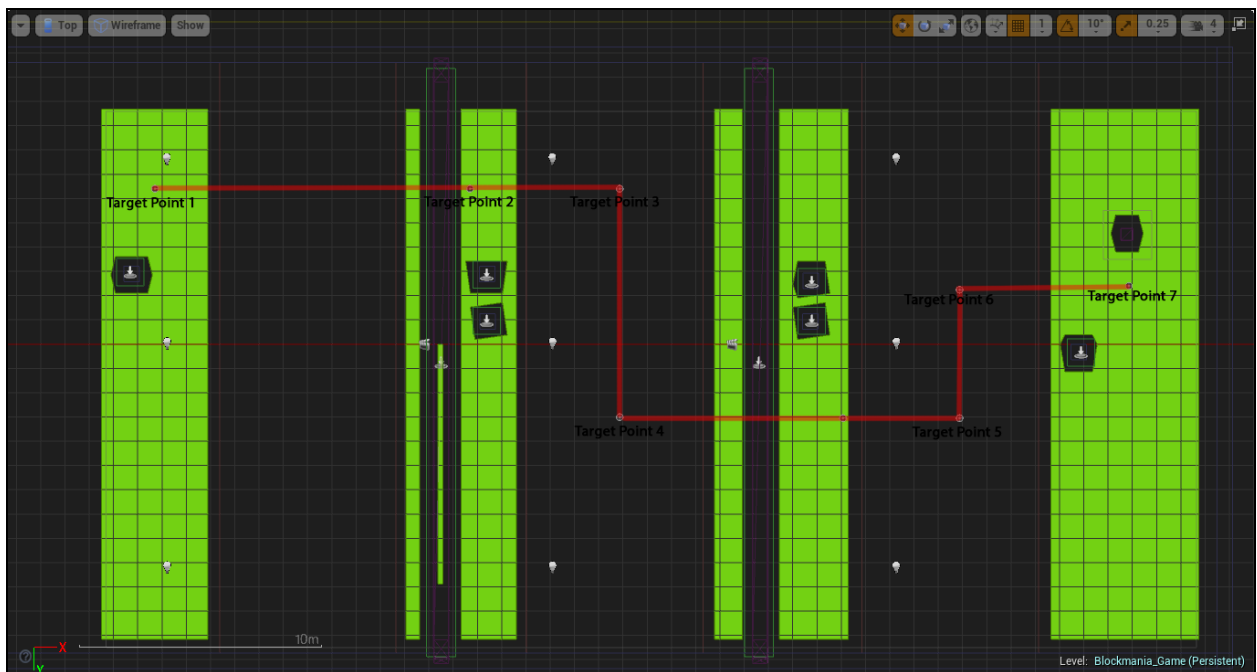




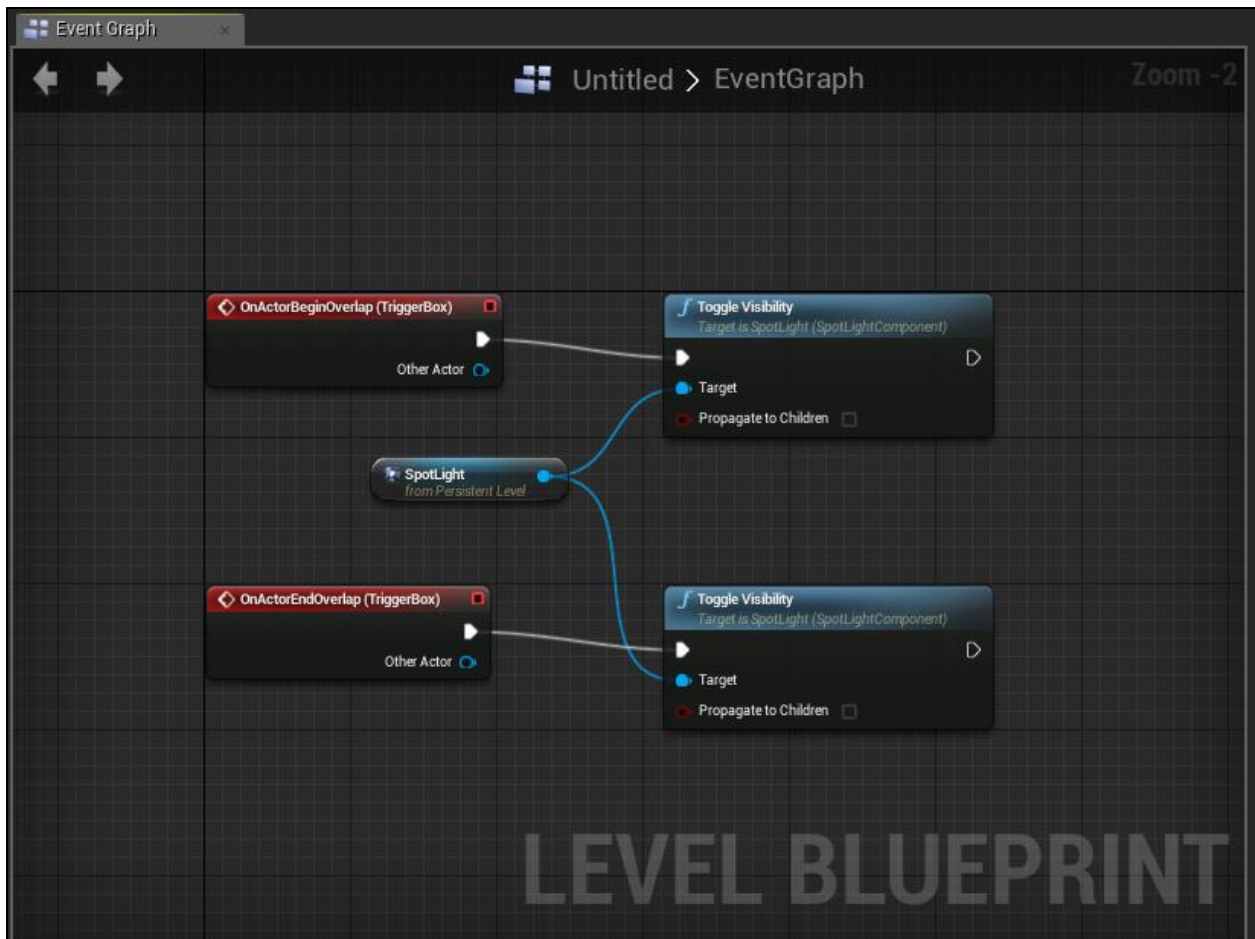
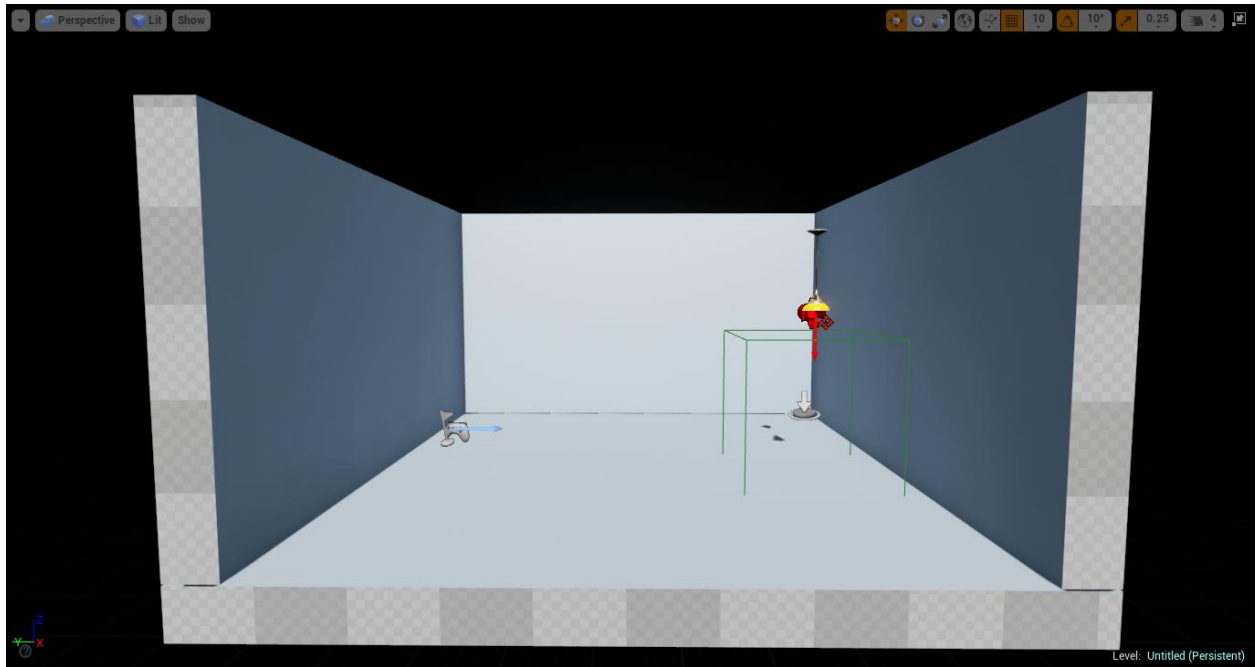


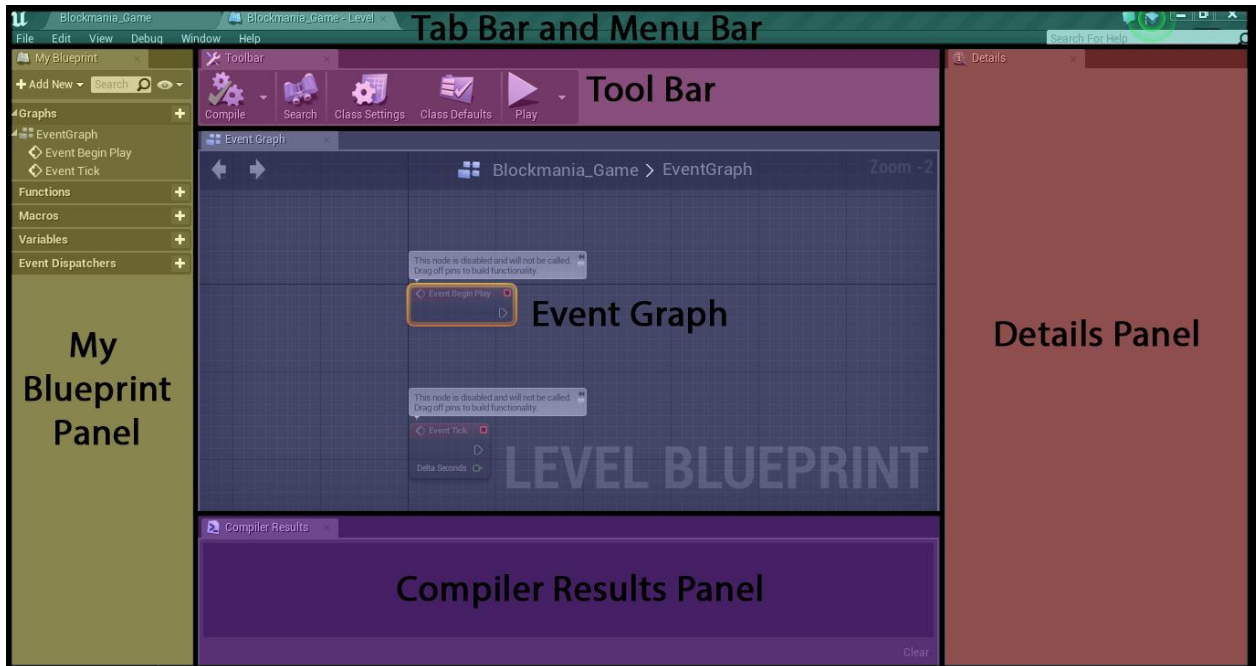
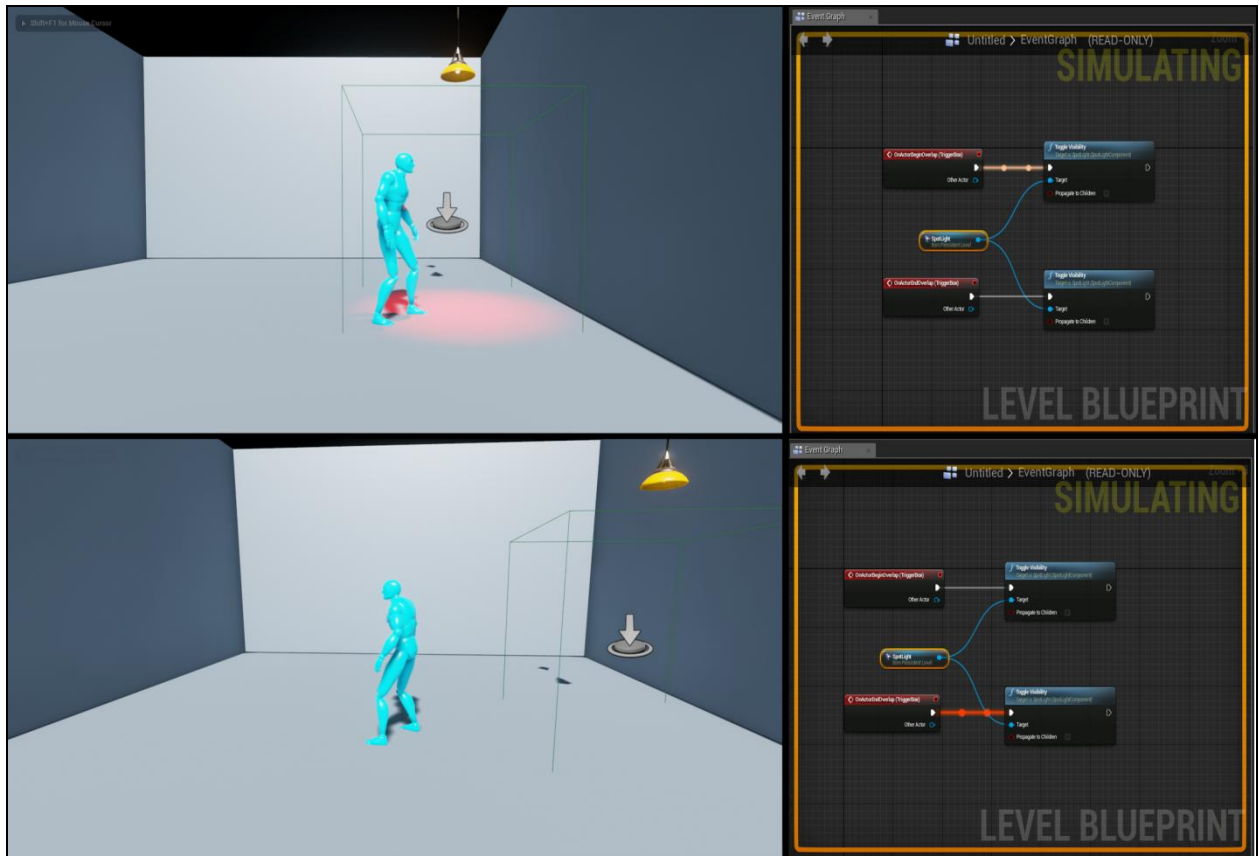


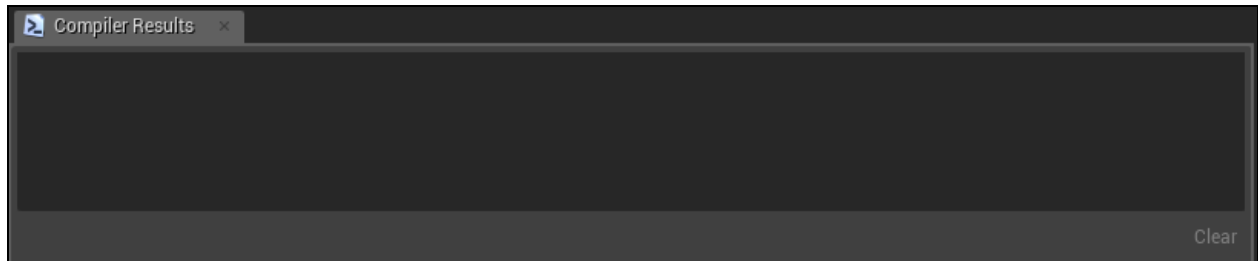
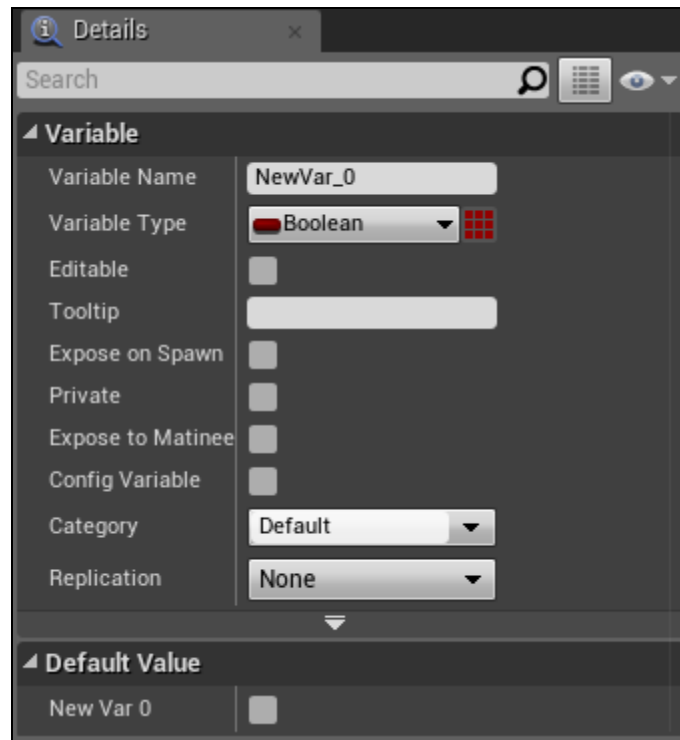
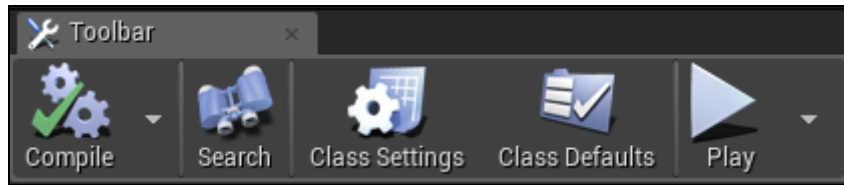


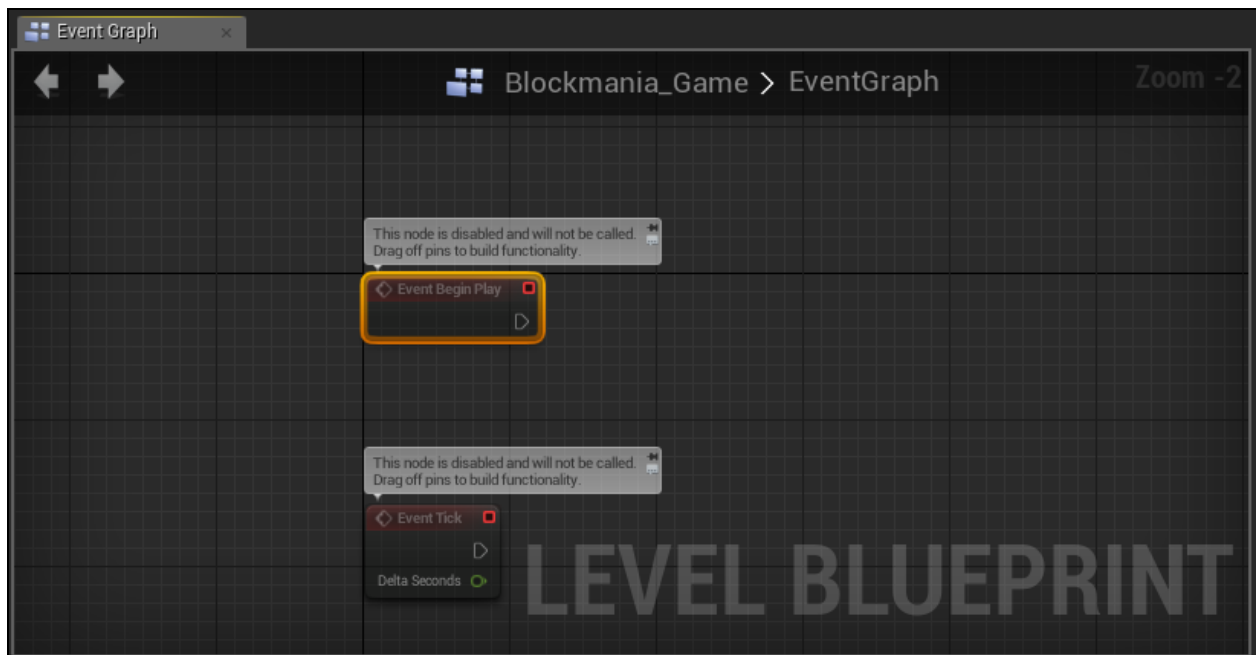
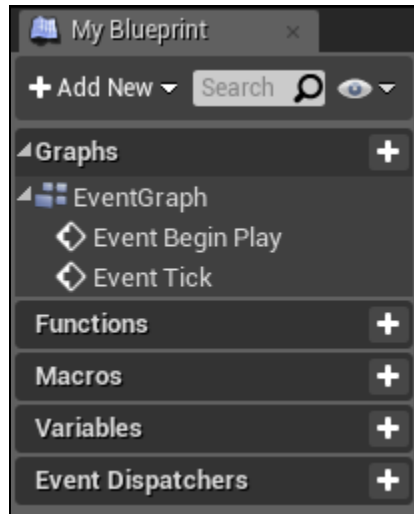


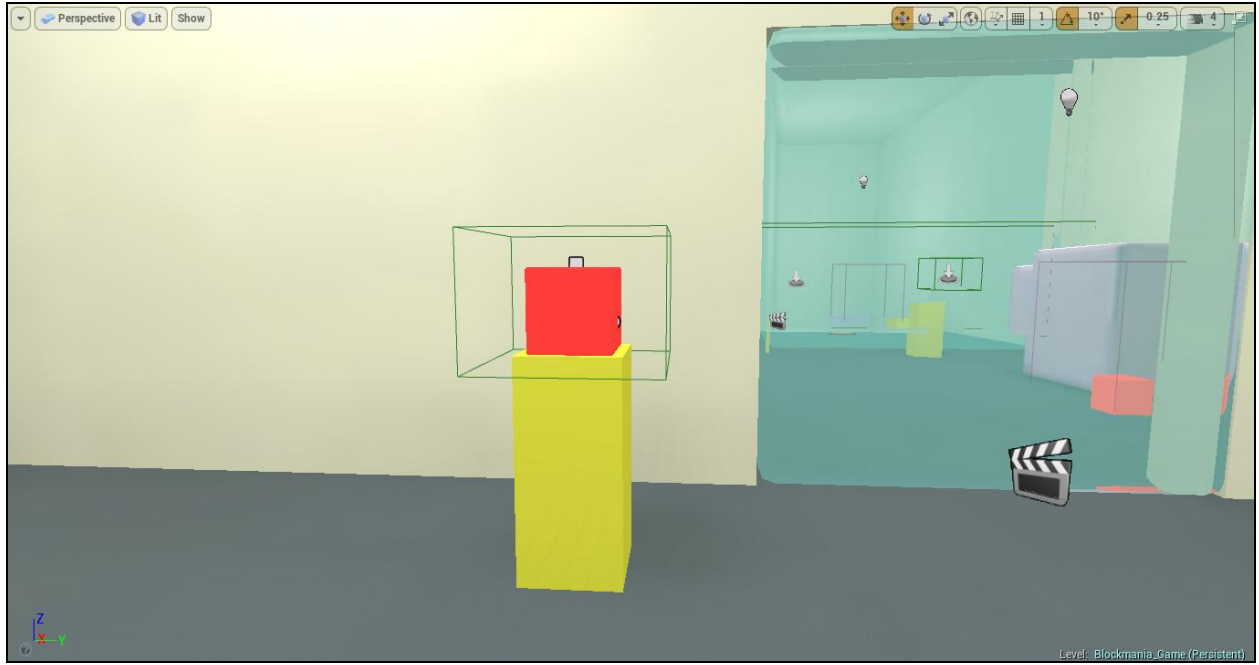
Chapter 5











Details World Settings

TemplateCube_Rounded4

Search

+ Add Component Blueprint/Add Script

TemplateCube_Rounded4(Instance)

StaticMeshComponent (Inherited)

Collision Presets BlockAllDynamic

Rendering

Visible

Actor Hidden In Game

Physics Volume

Should Update Physics

Tags

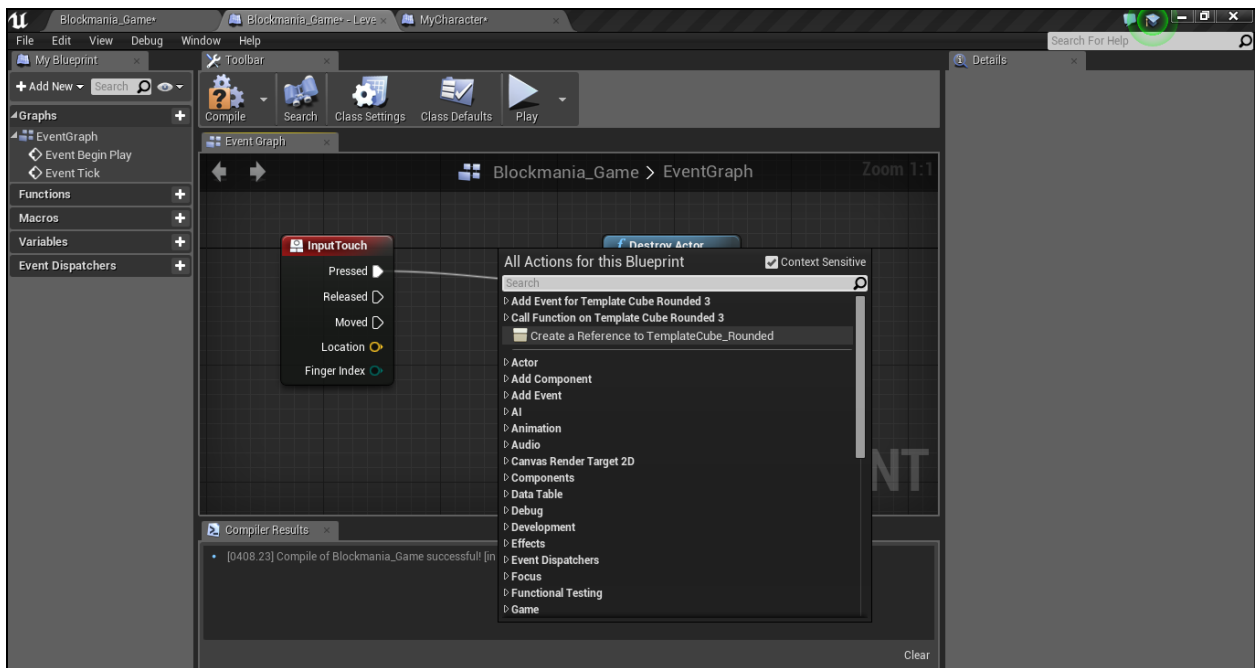
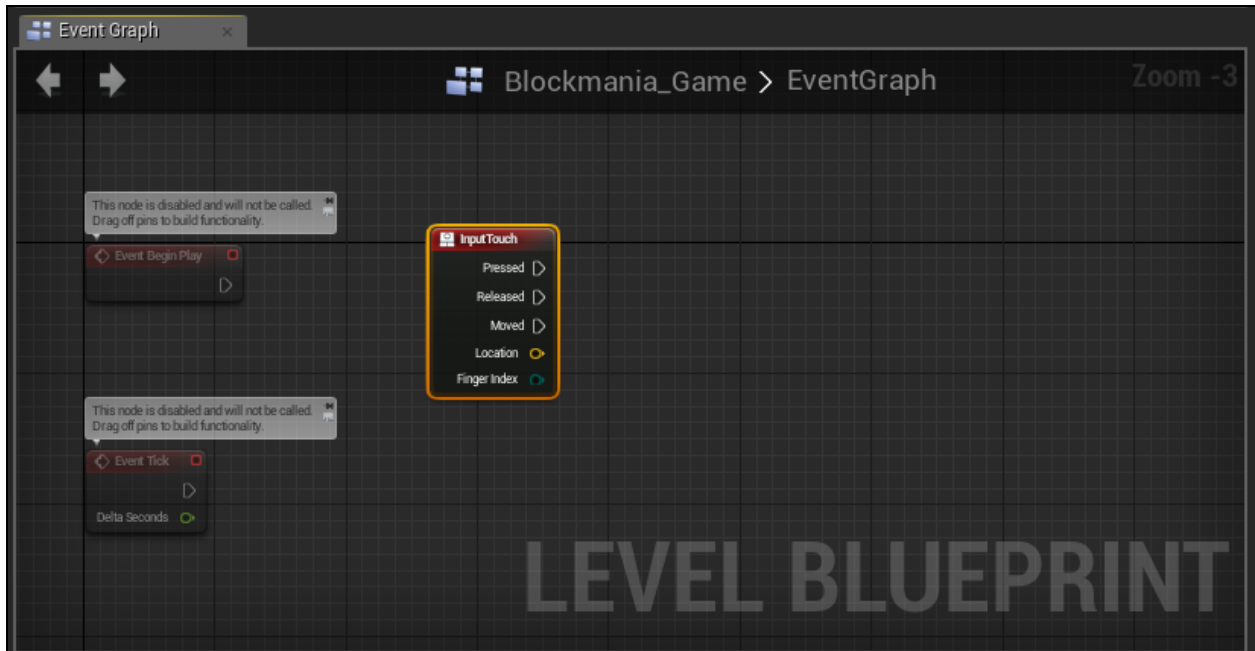
Component Tags 0 elements + -

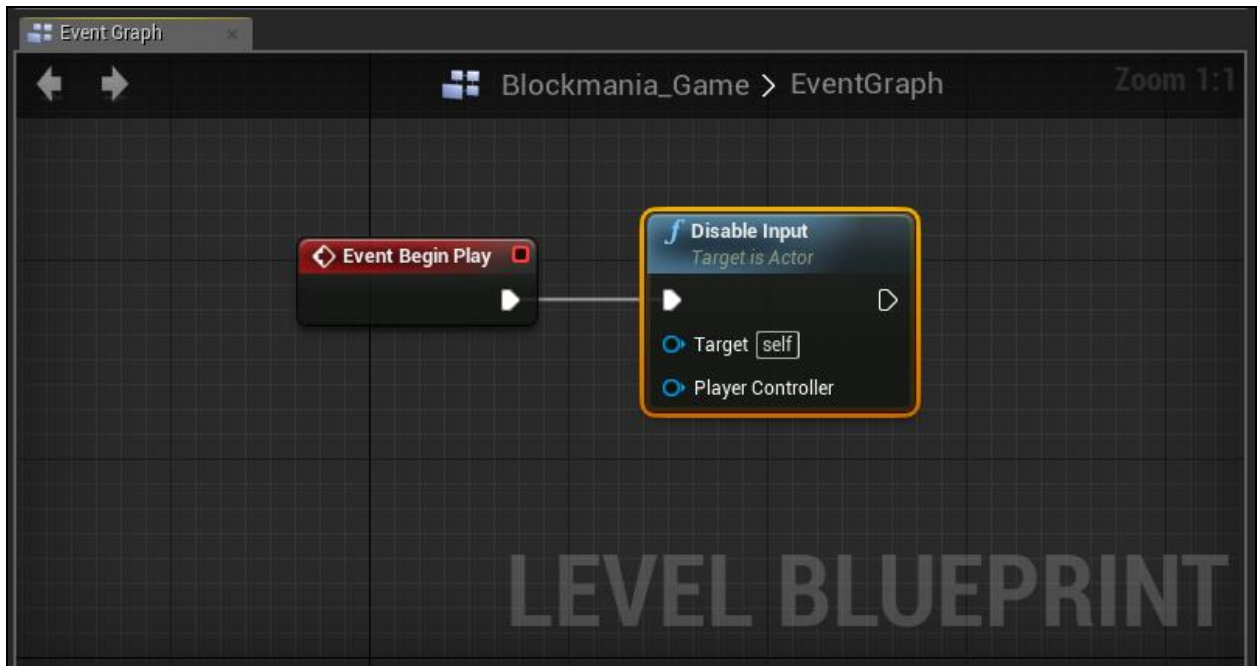
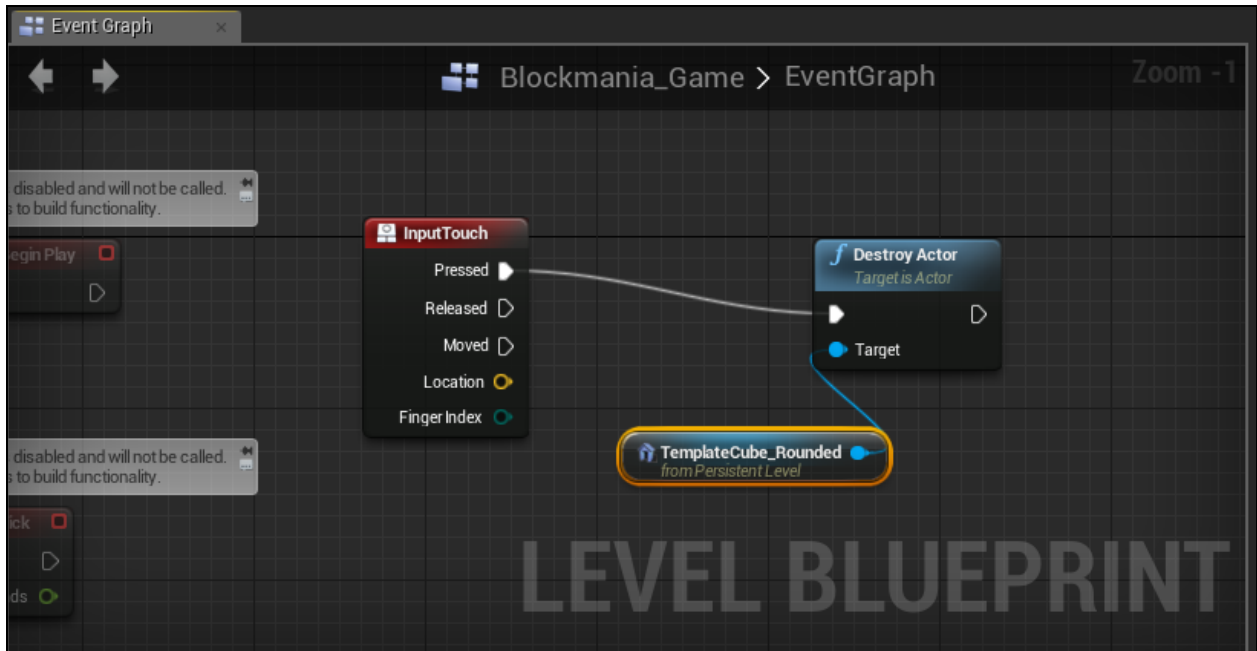
Actor

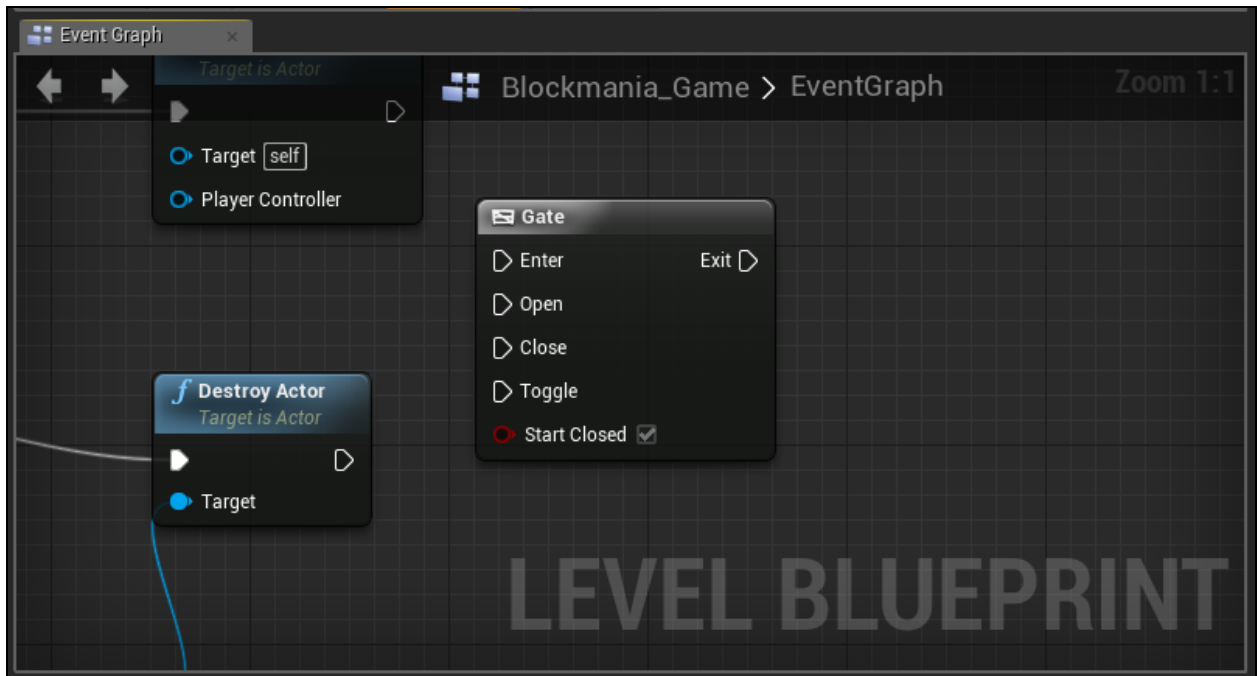
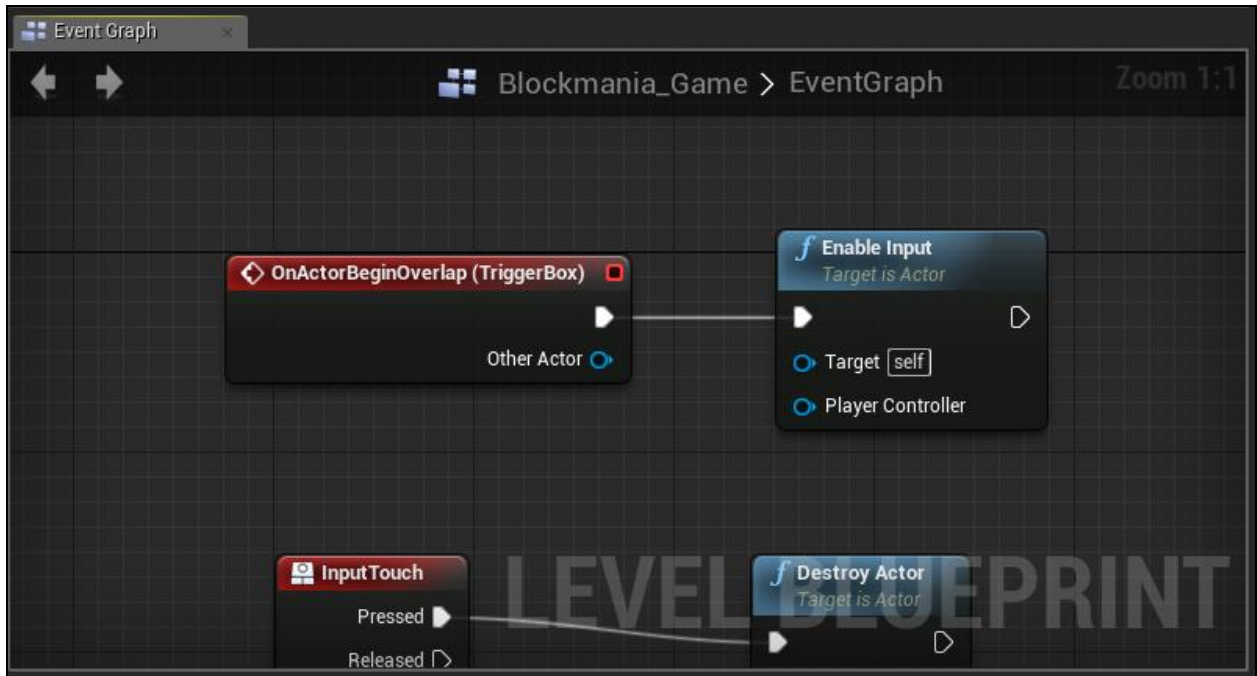
Convert Actor Convert Actor

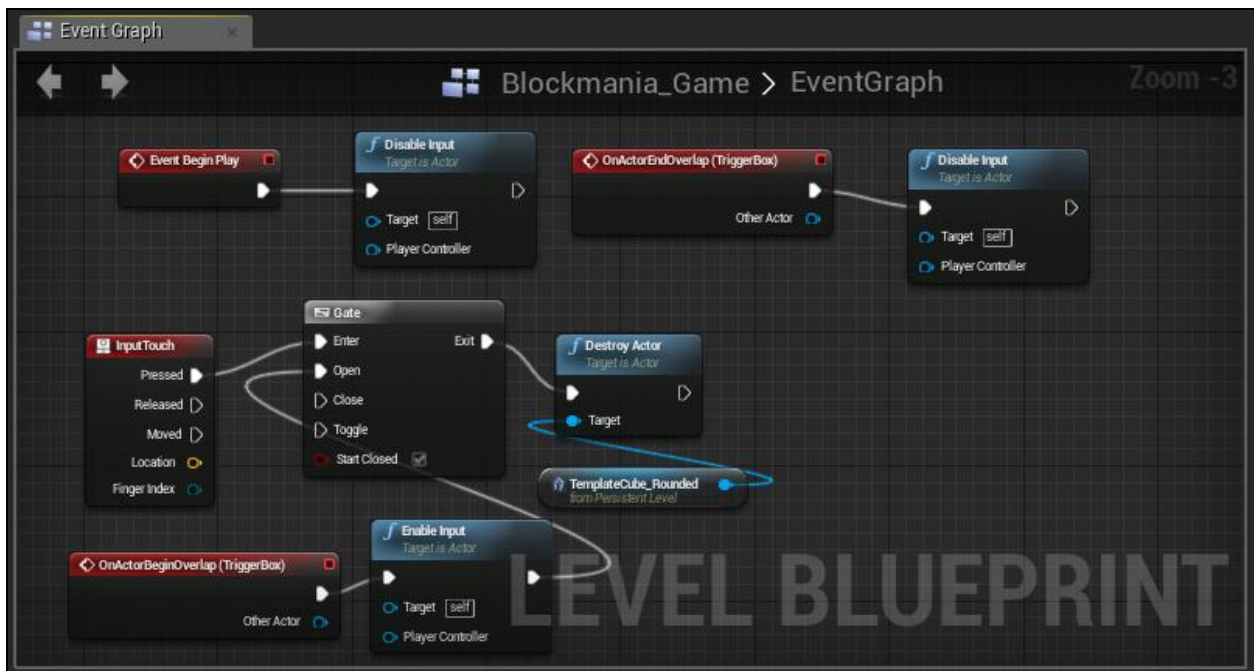
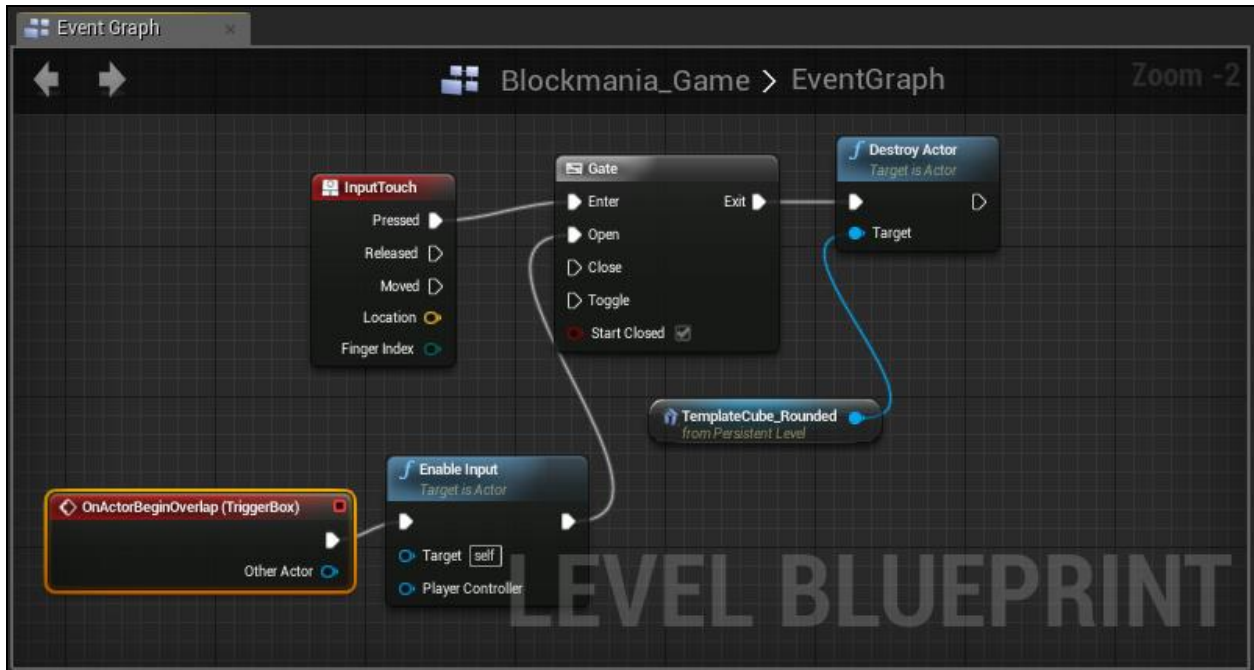
Can be Damaged

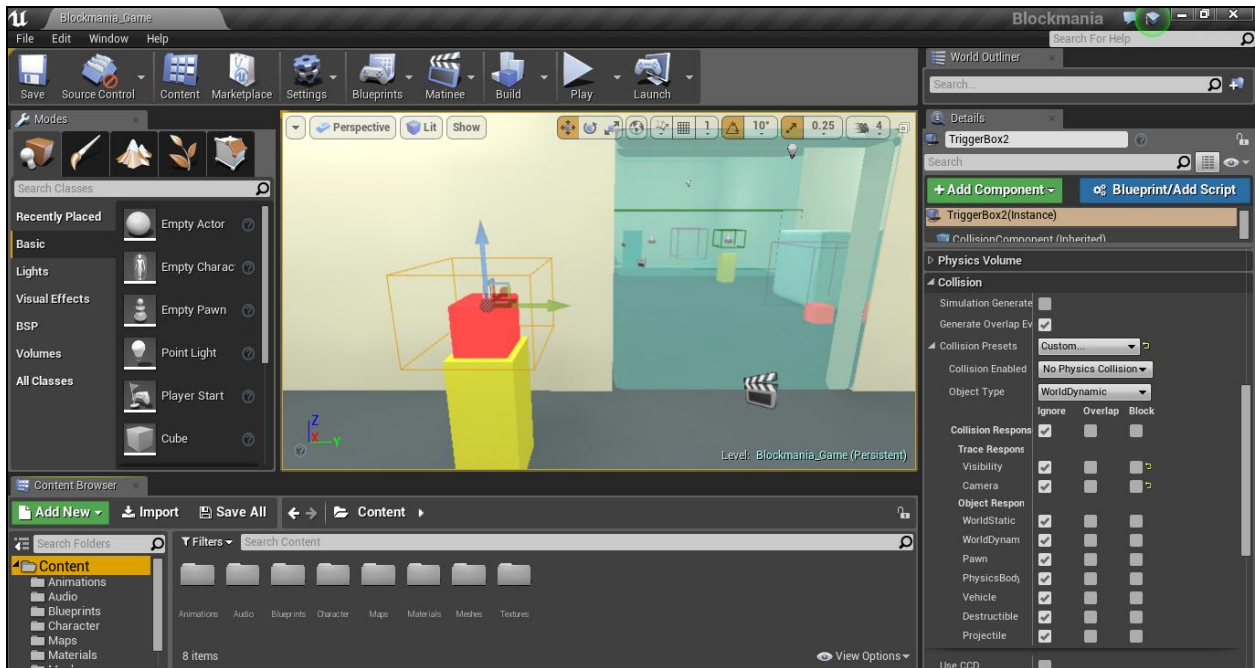
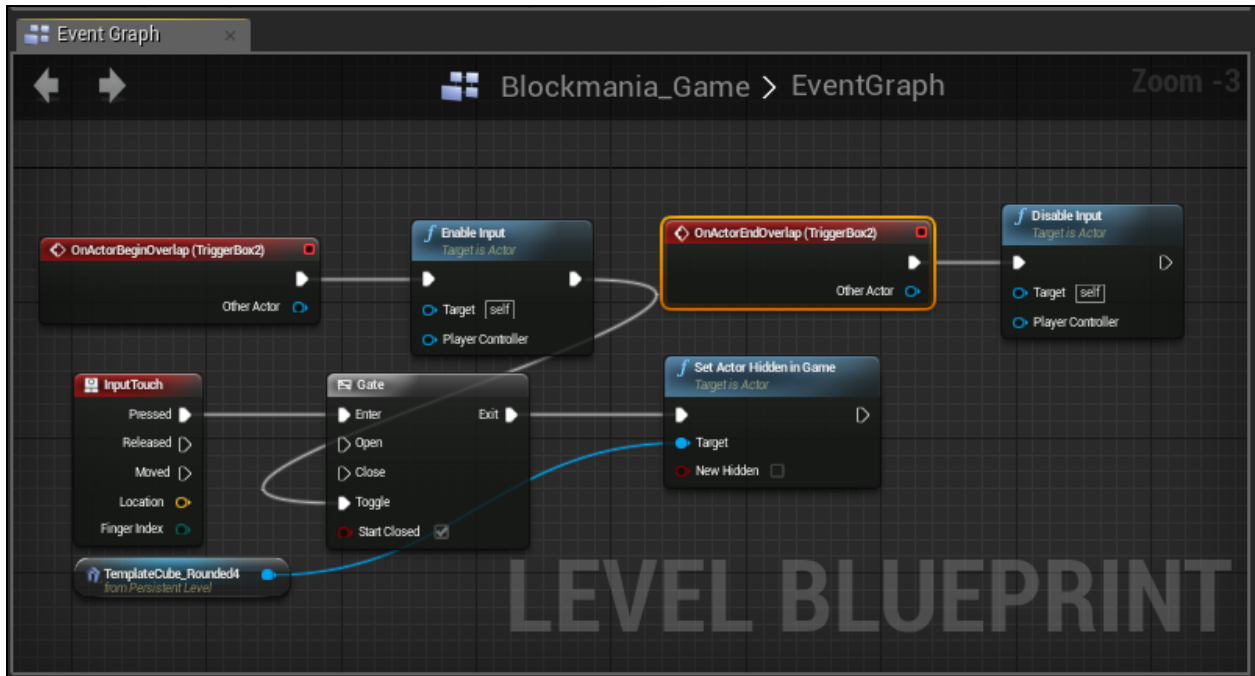
Initial Life Span 0.0

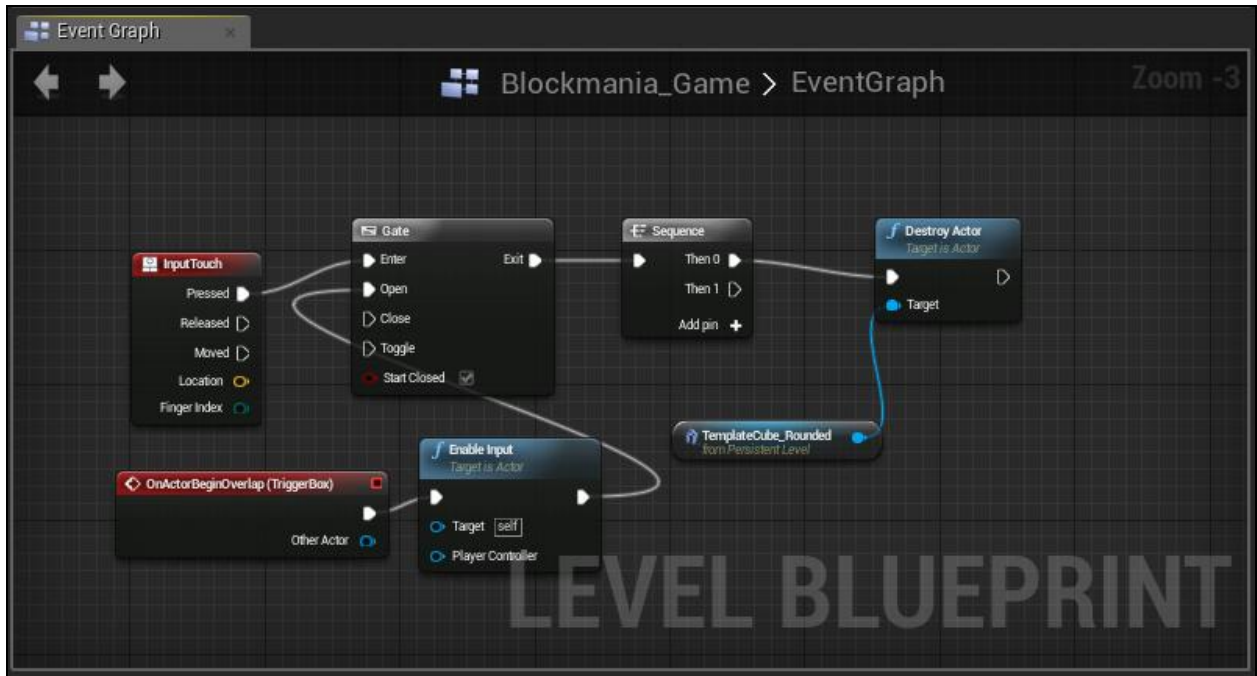
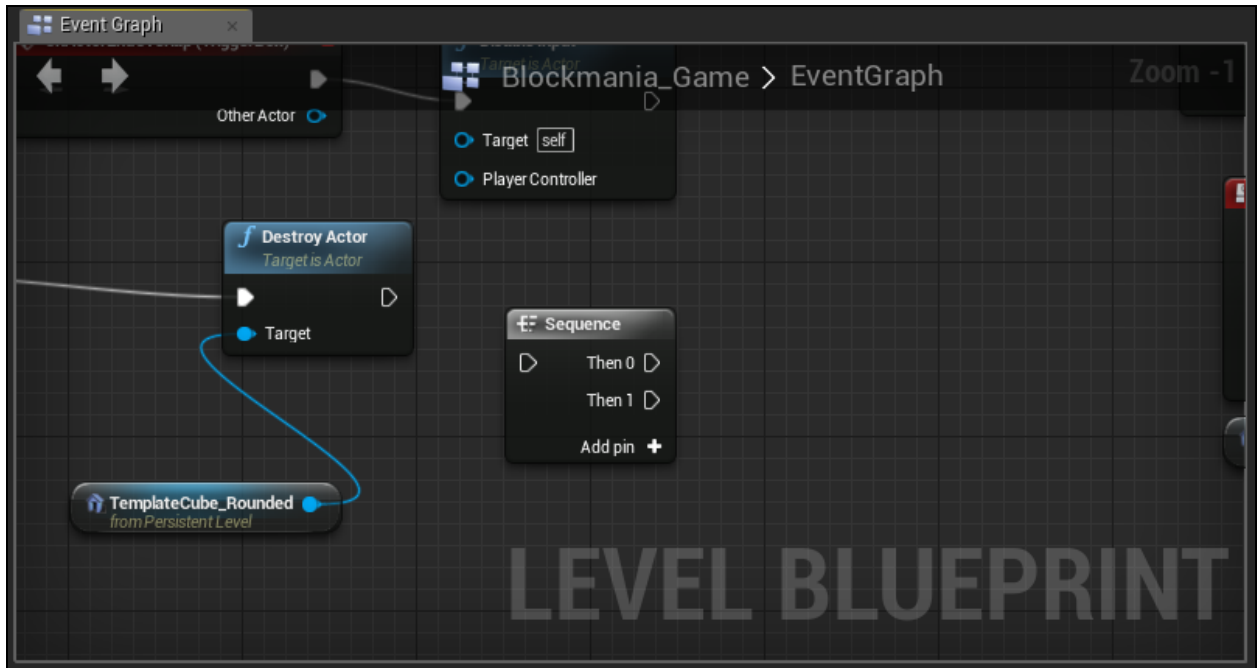


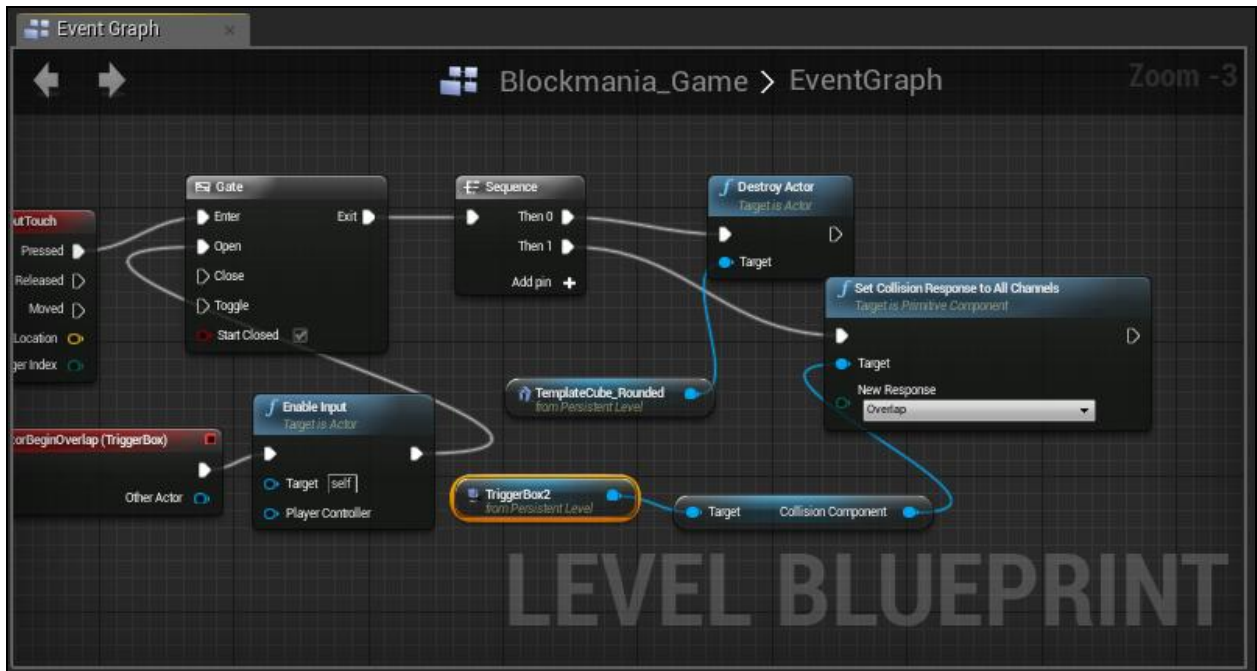
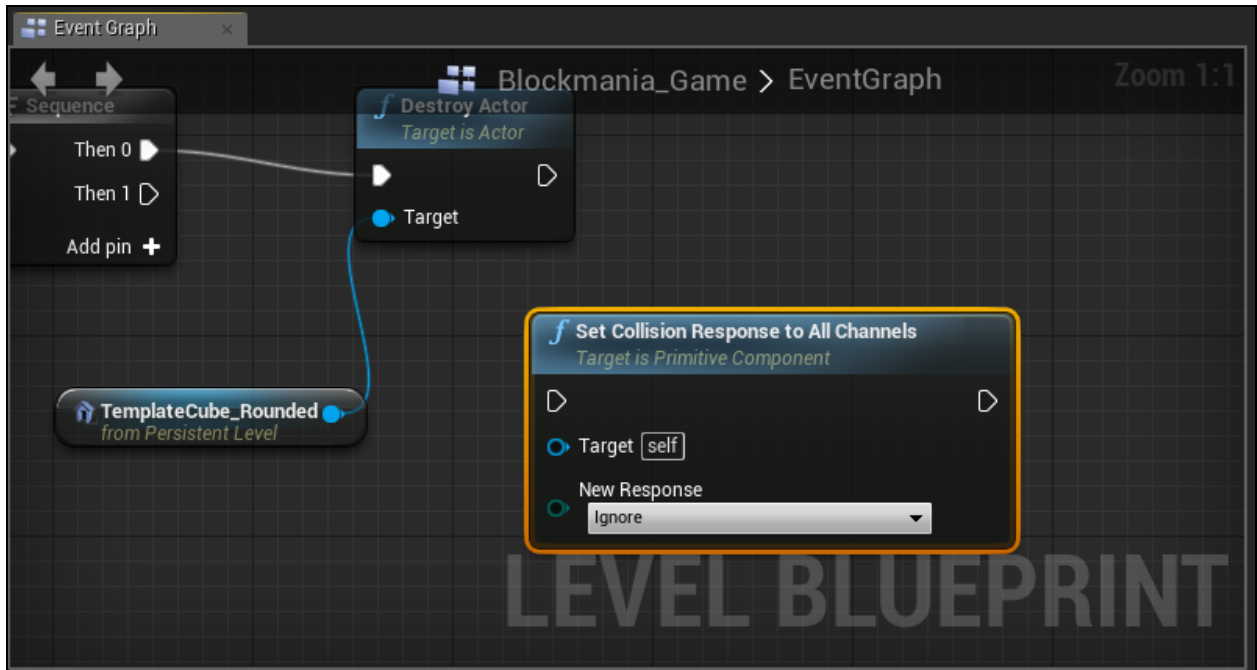


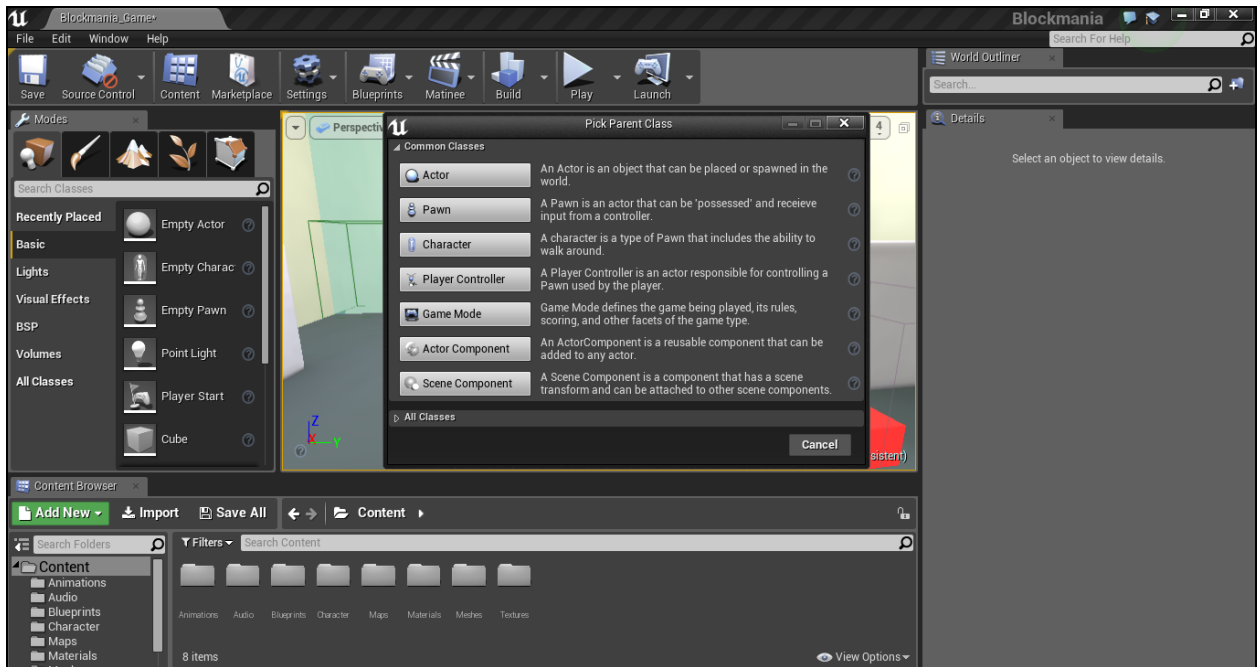
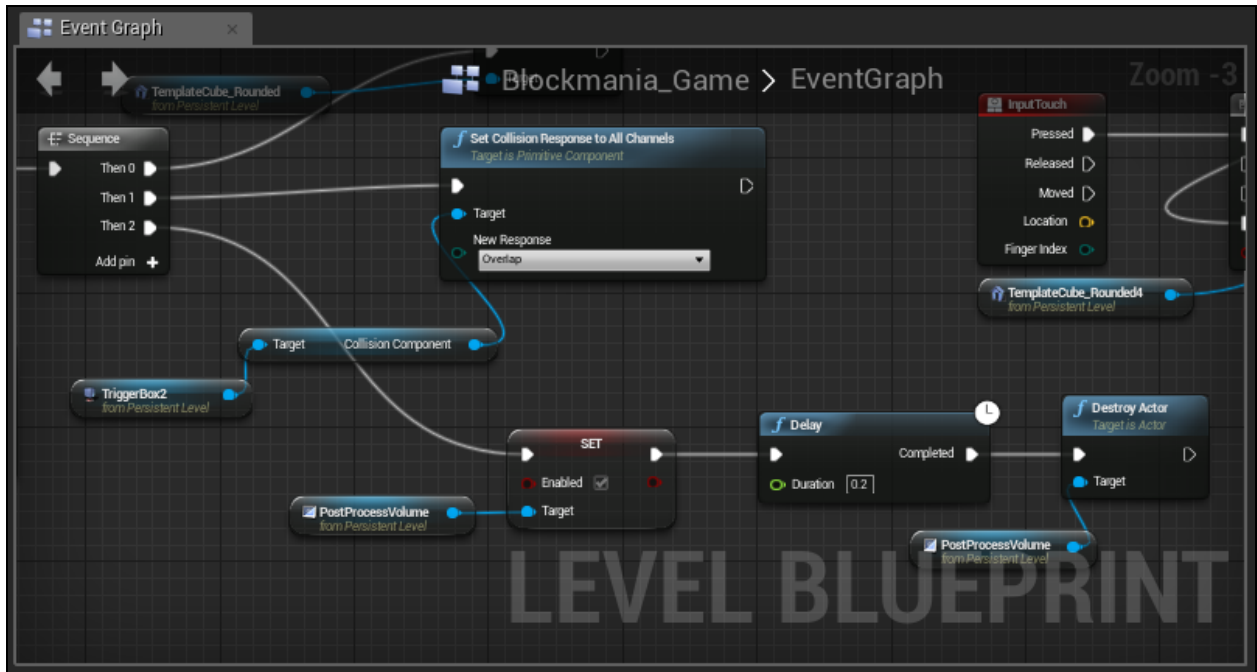


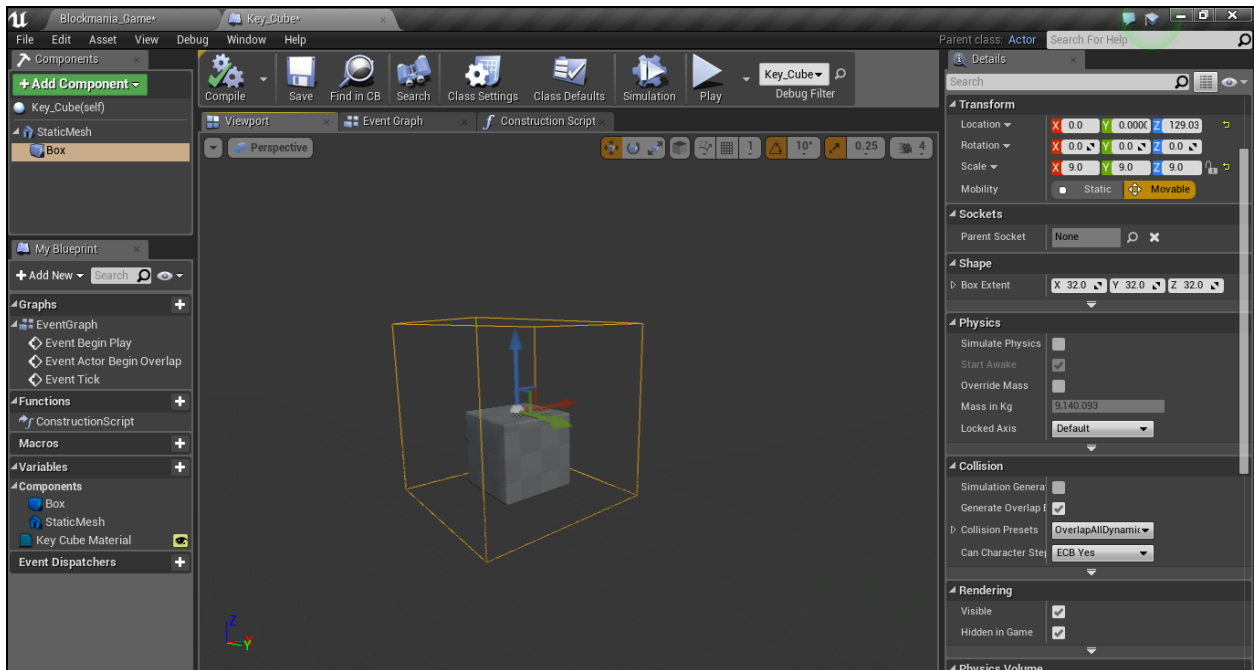
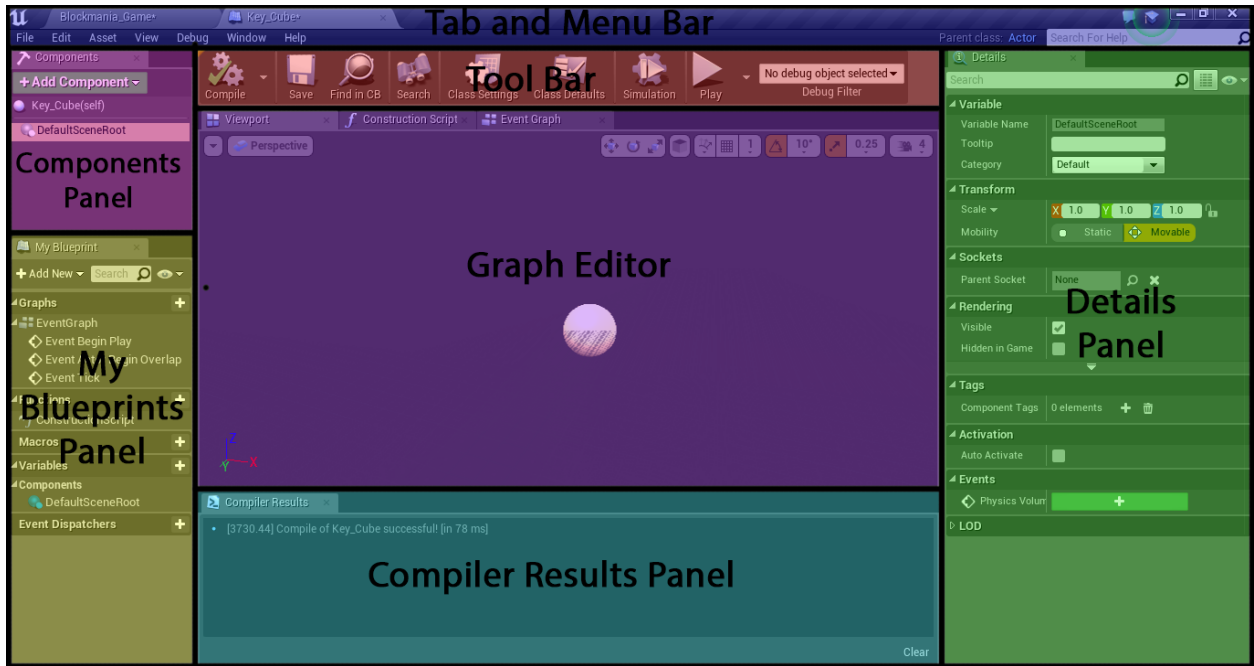


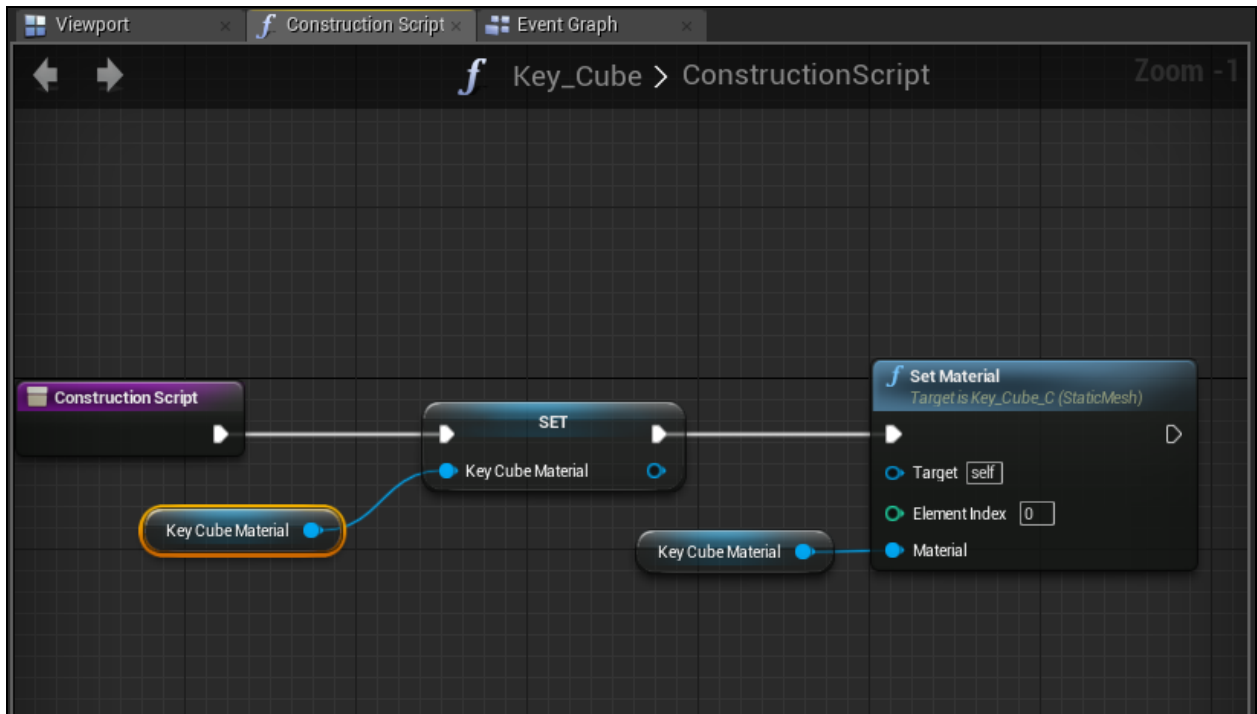
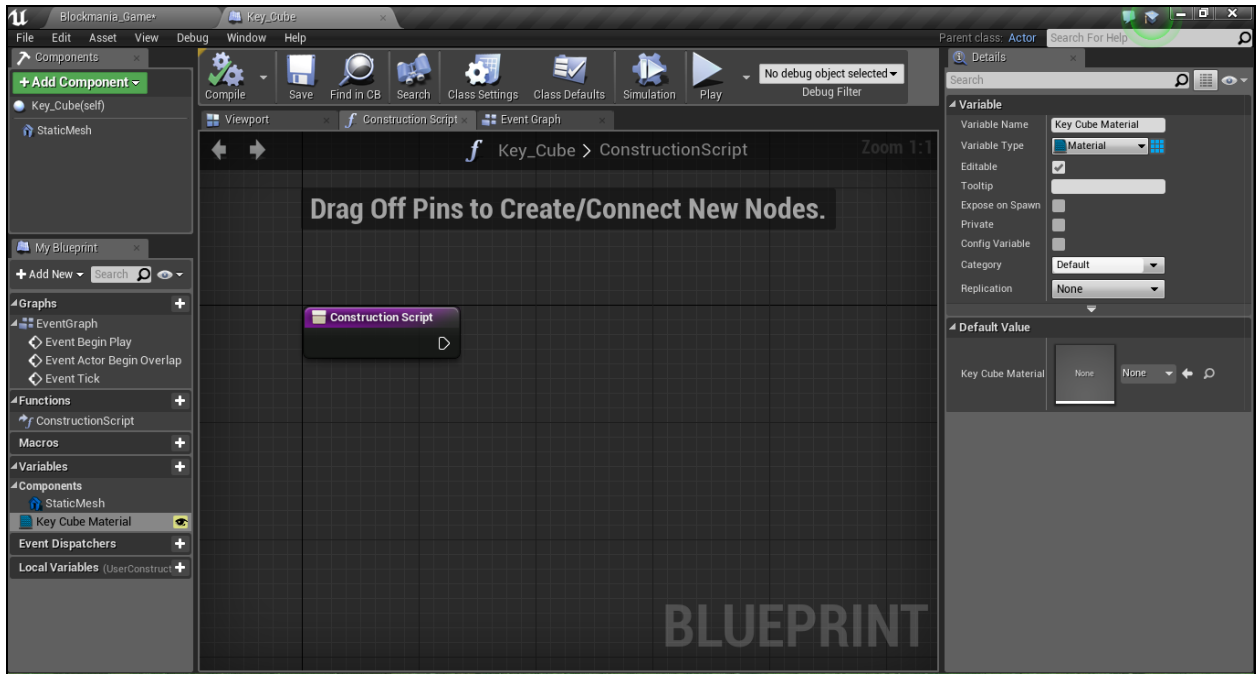


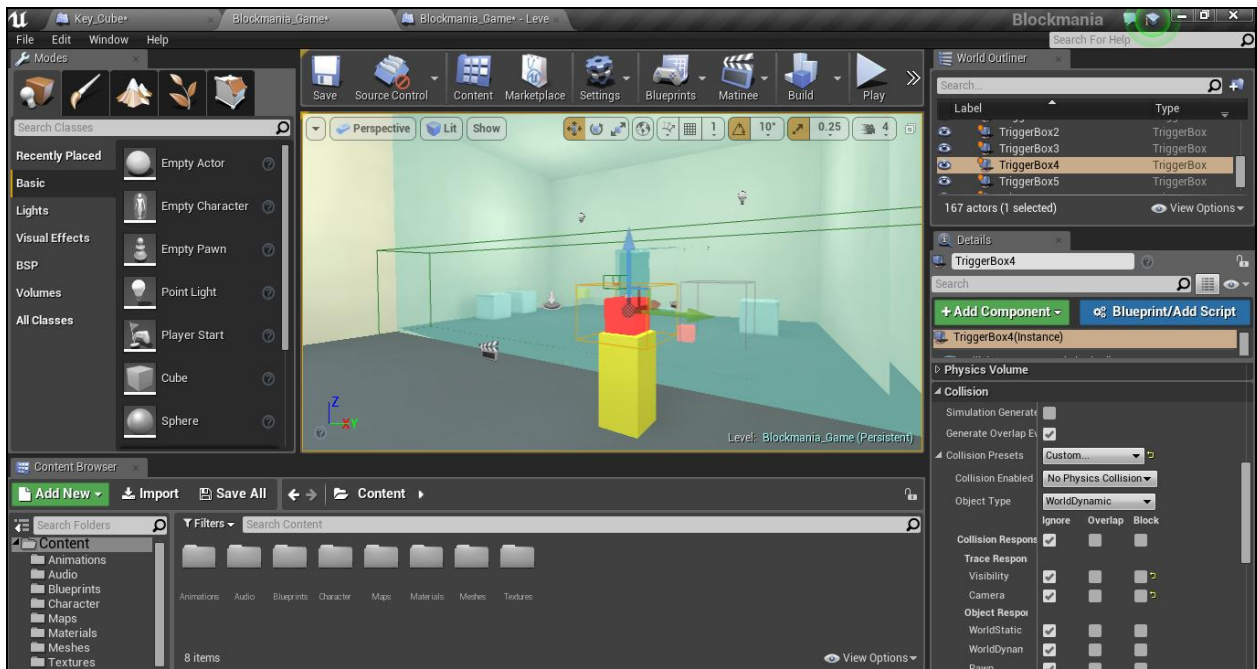
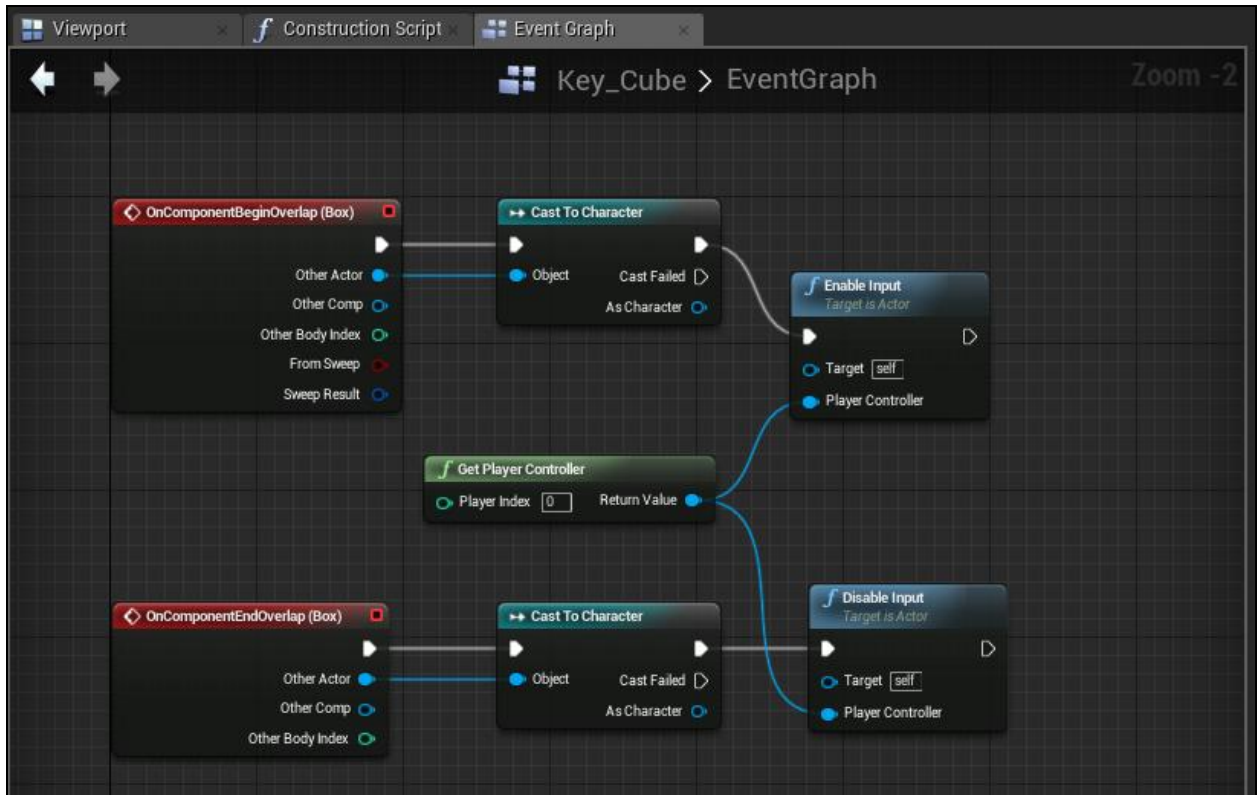


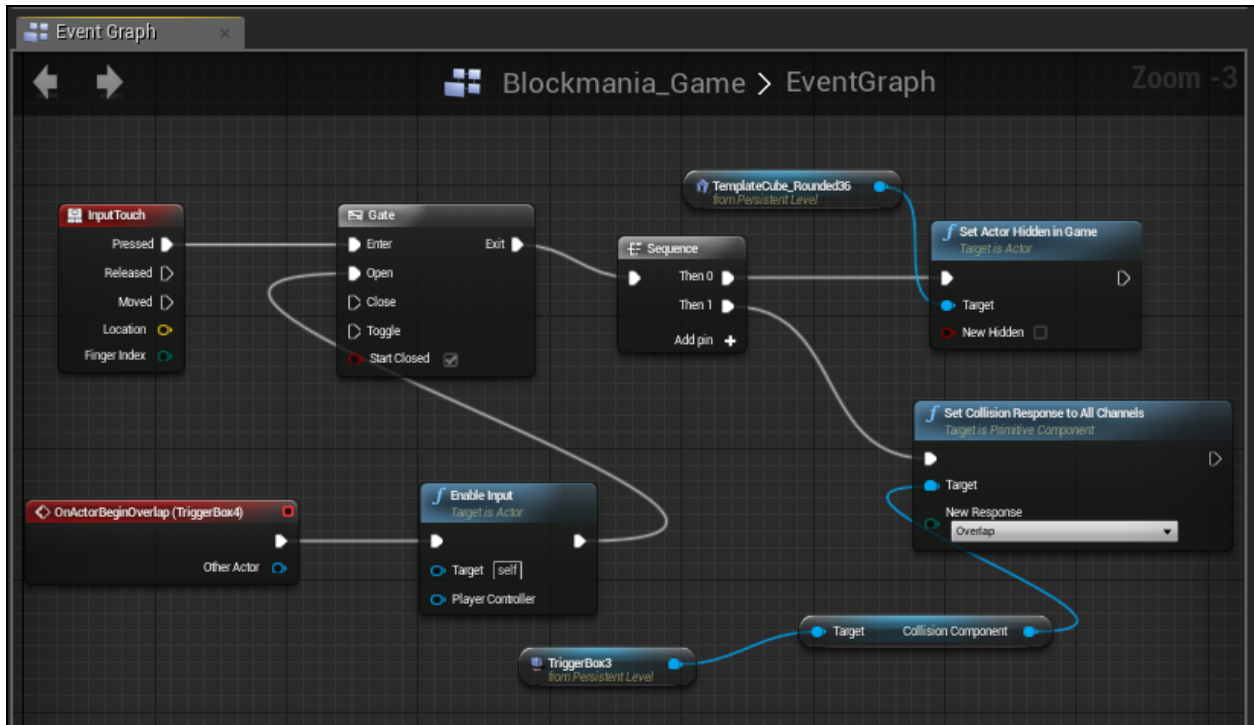
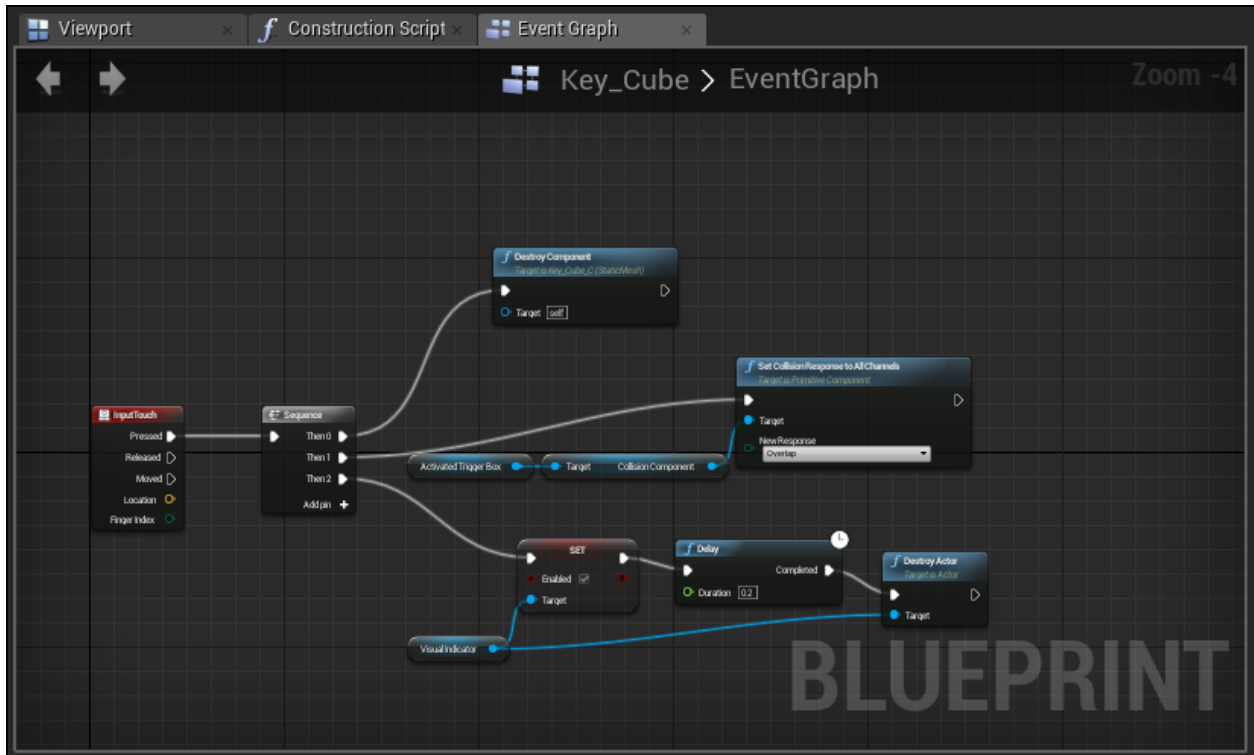


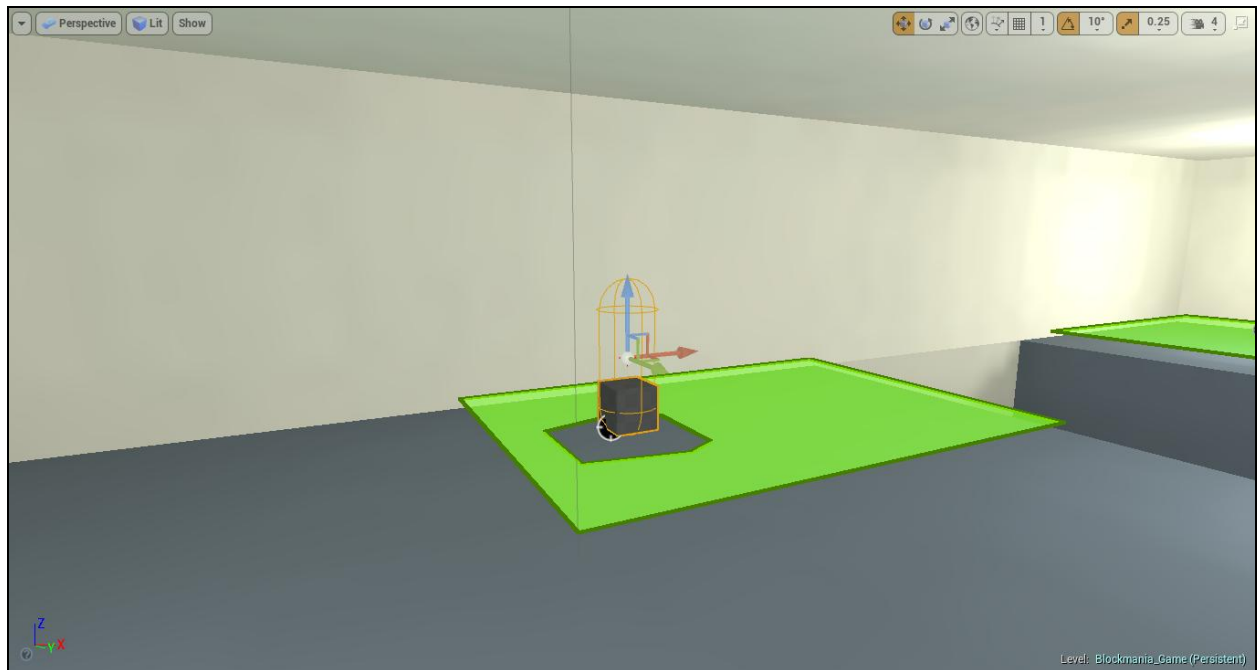
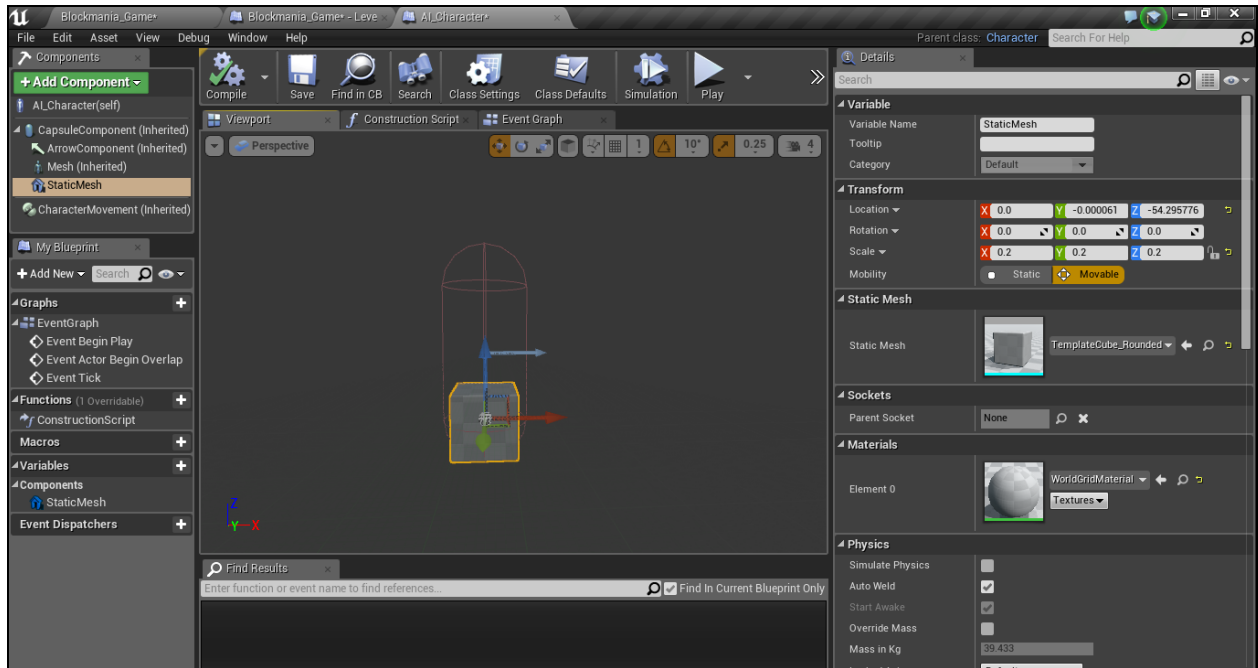


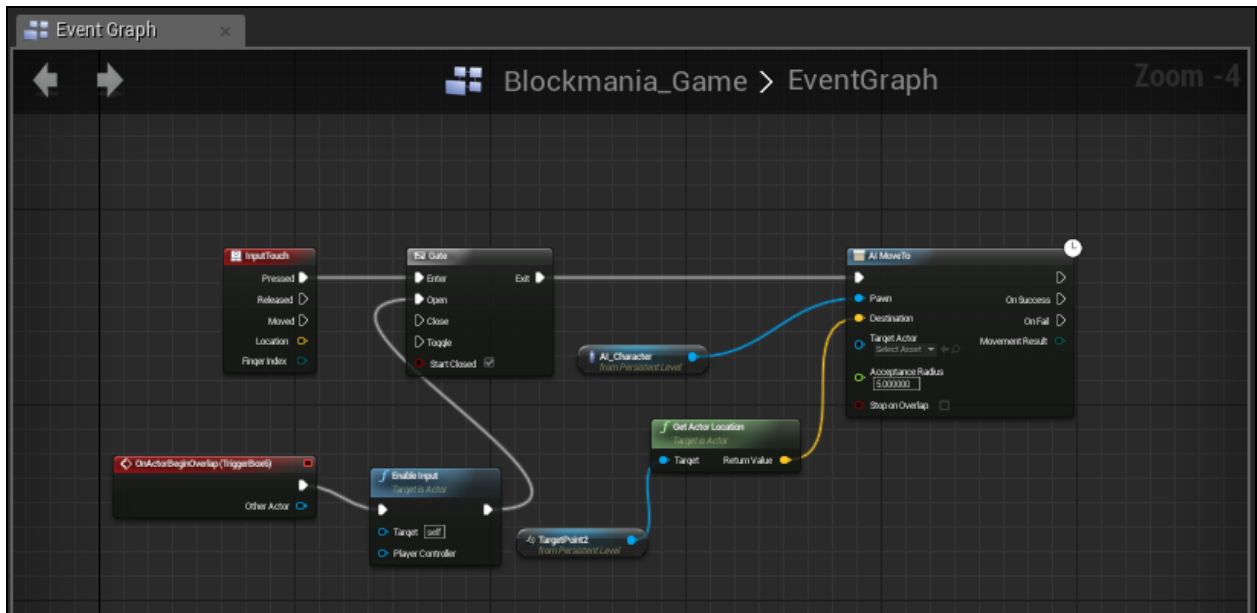
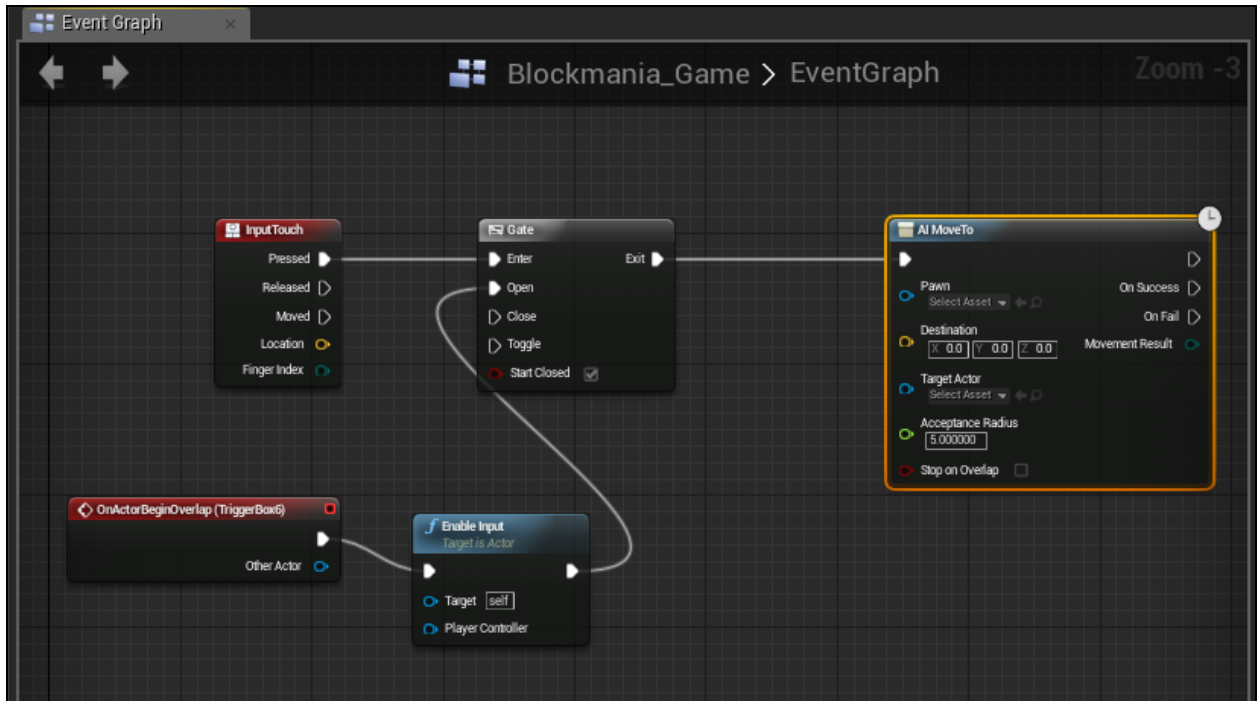


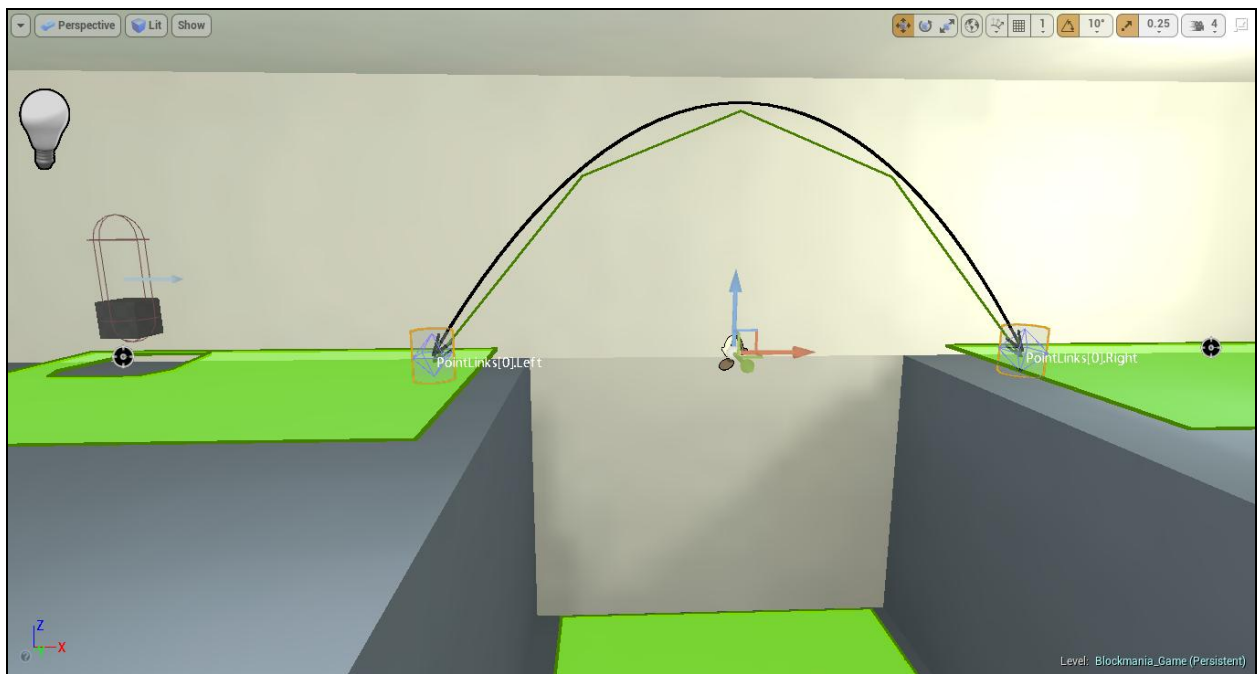
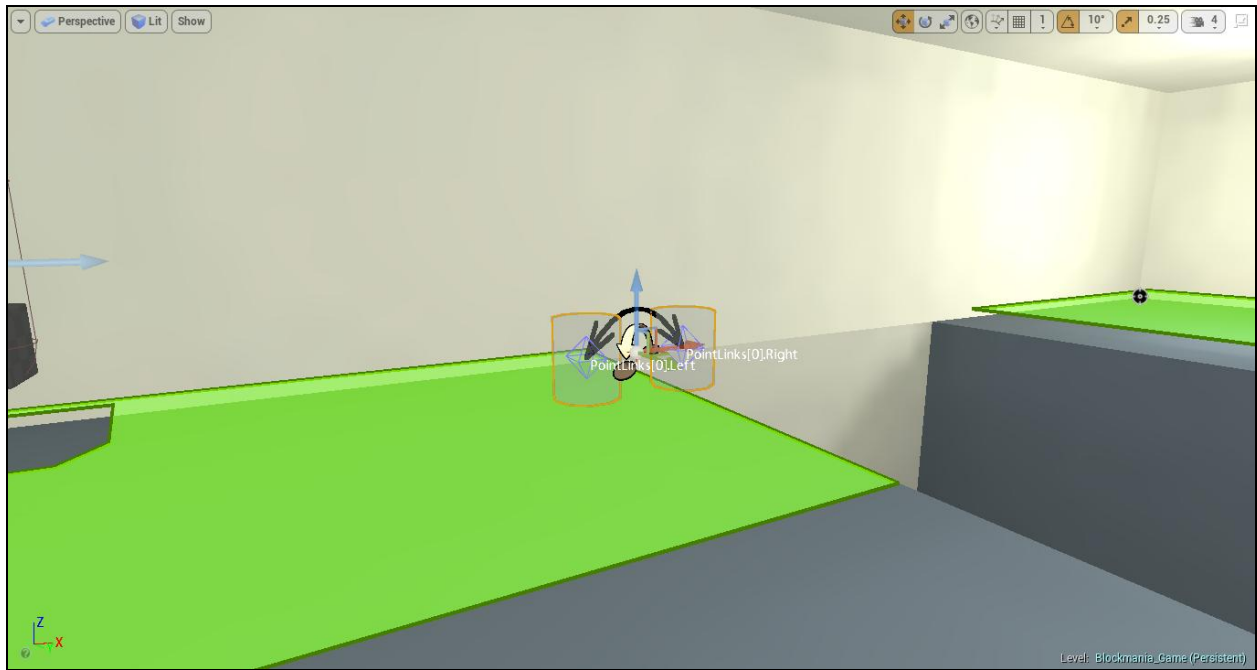


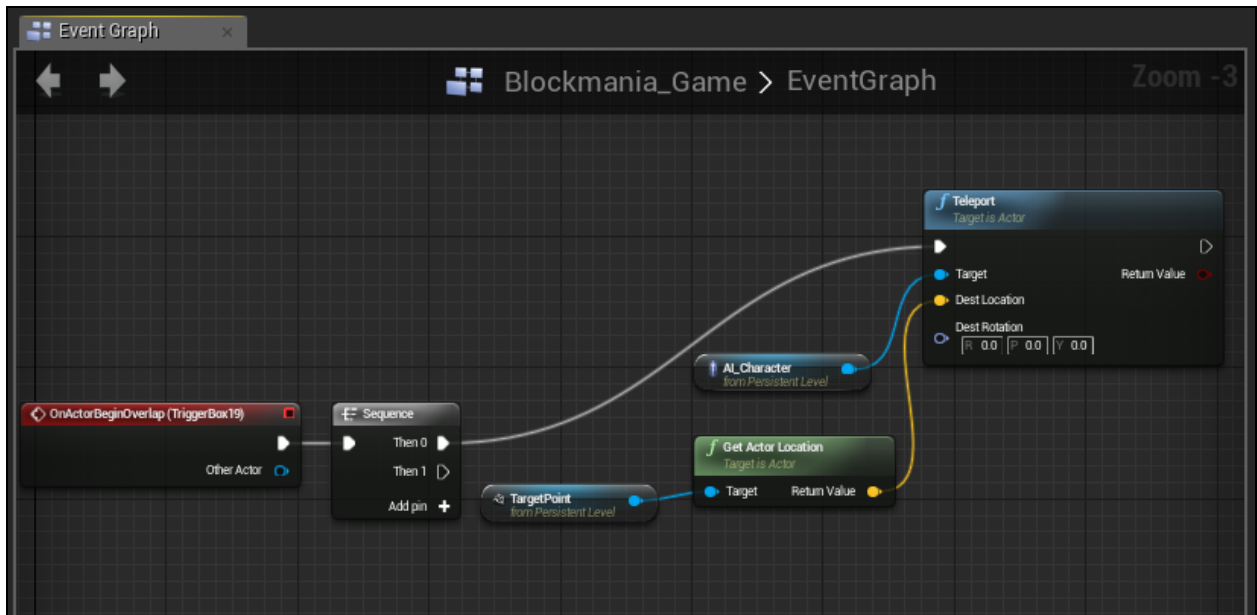


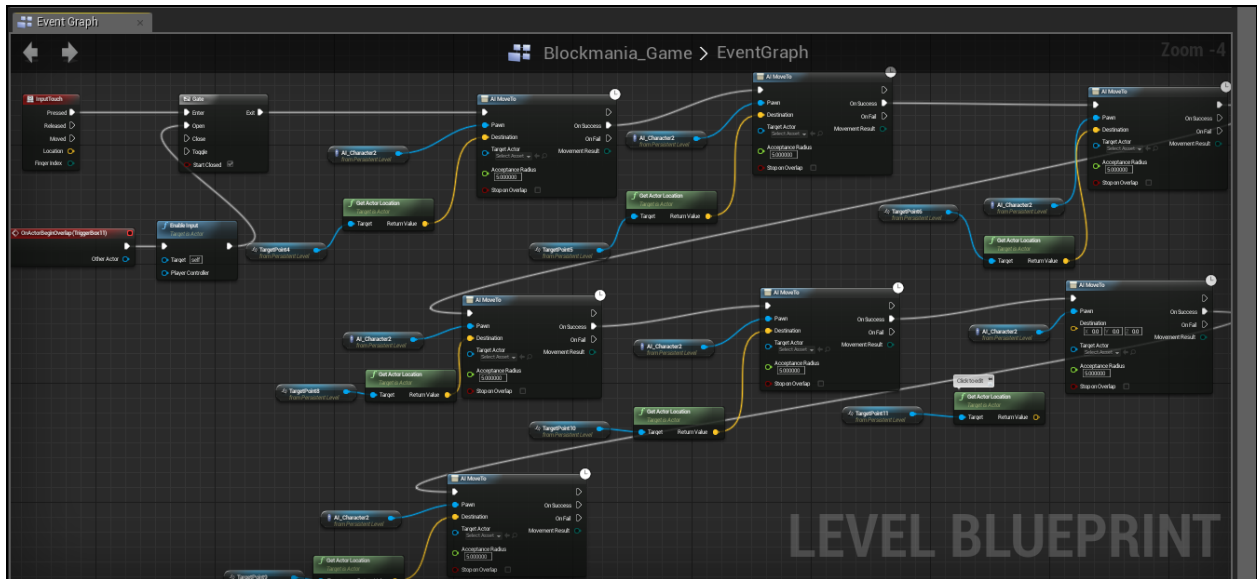
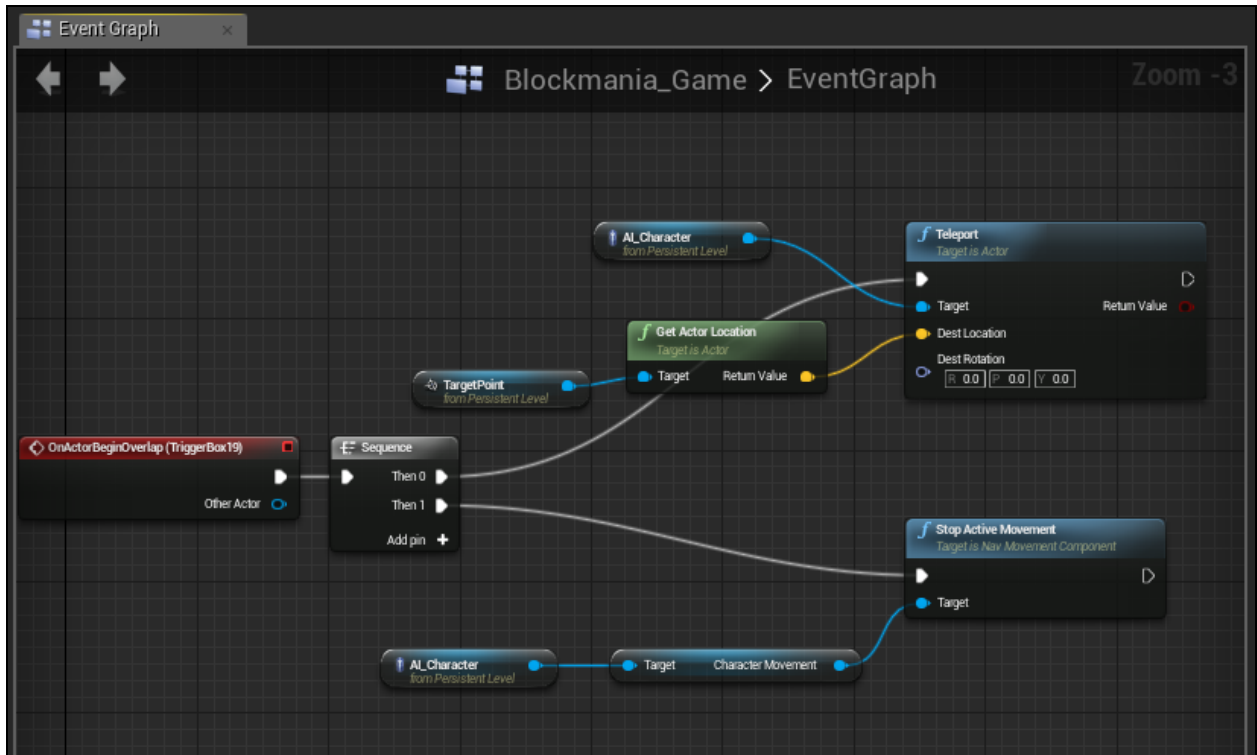












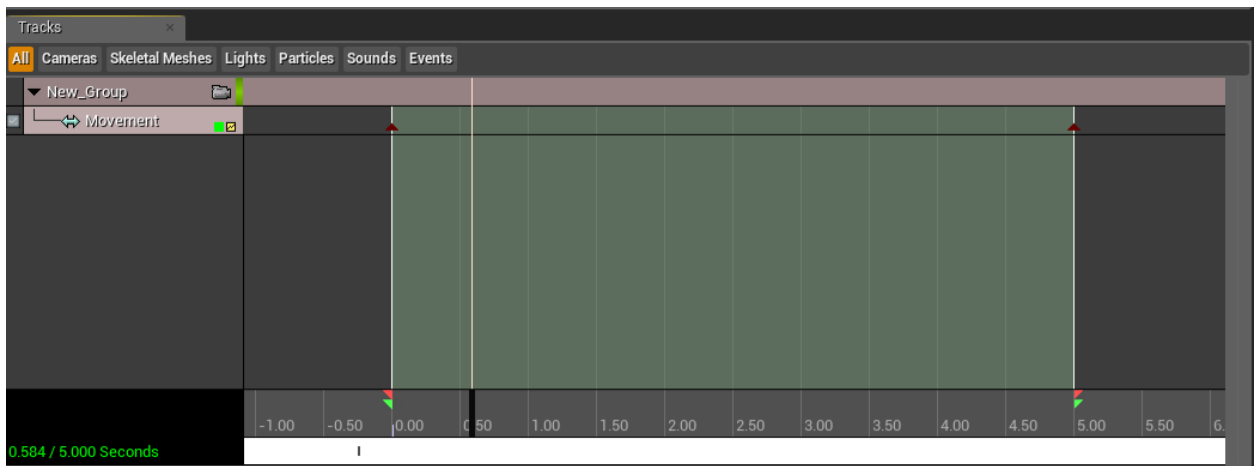
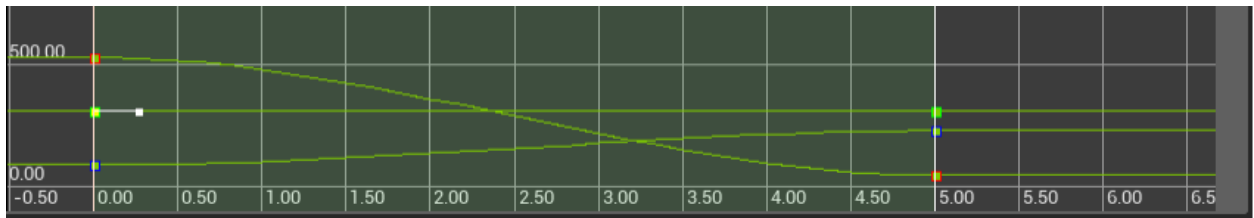
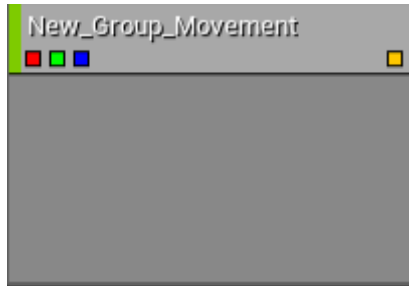
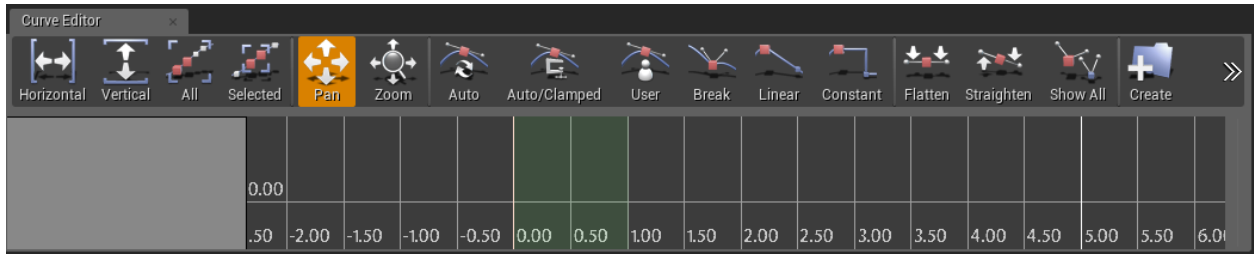
Chapter 6



The screenshot displays the MatineeActor software interface, which is divided into several functional areas:

- Tab and Menu Bar:** Located at the top, it contains menu options (File, Edit, Playback, View, Window, Help) and a search bar for help.
- Tool Bar:** A horizontal bar below the menu bar containing various playback and editing tools such as Play, Loop, Stop, Reverse, Camera, and Curves.
- Curve Editor:** A central workspace for editing curves, featuring a grid with a time axis ranging from -0.50 to 6.00 seconds.
- Track View:** A large purple area below the Curve Editor, used for visualizing and editing multiple tracks (Cameras, Skeletal Meshes, Lights, Particles, Sounds, Events).
- Details Panel:** A green vertical panel on the right side of the interface, used for viewing and adjusting the properties of the selected element.

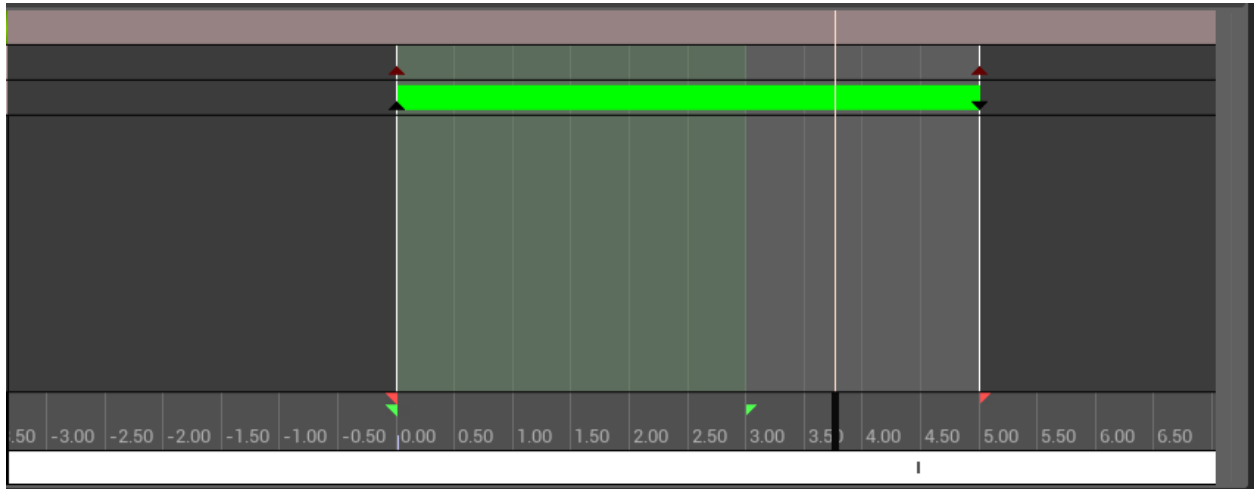
At the bottom of the interface, there is a secondary toolbar with additional controls like Interpolation (set to CurveAutoClamped), Playback Speed (100%), and Snap Setting (0.50).

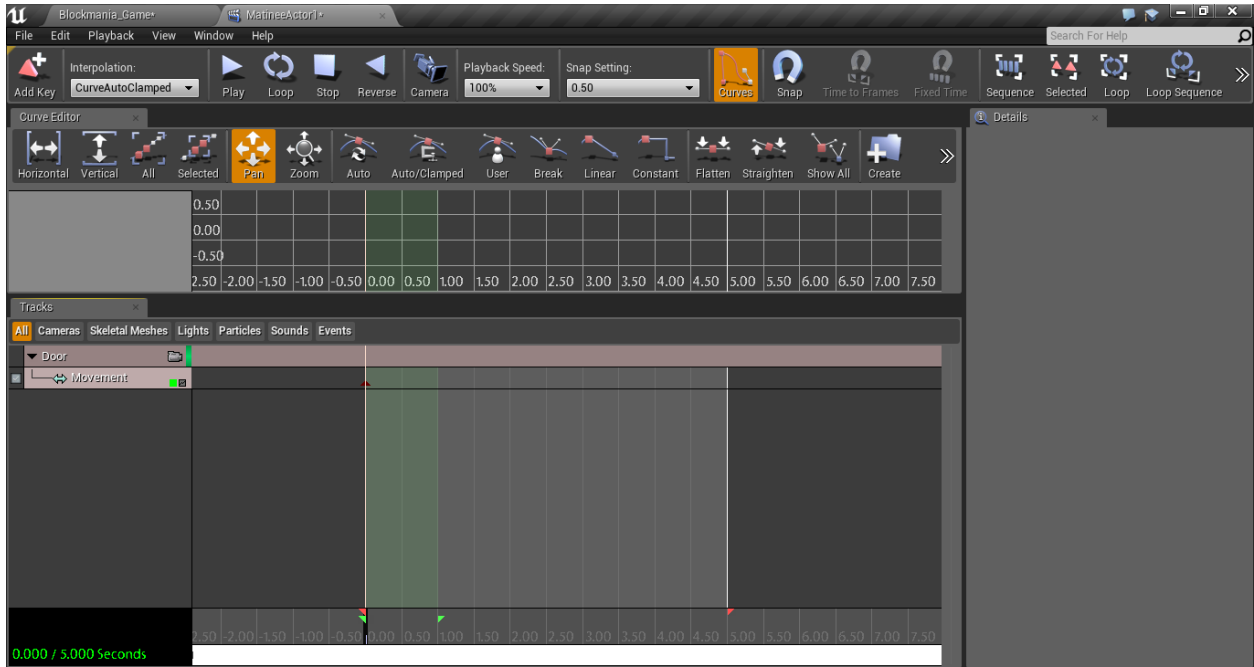
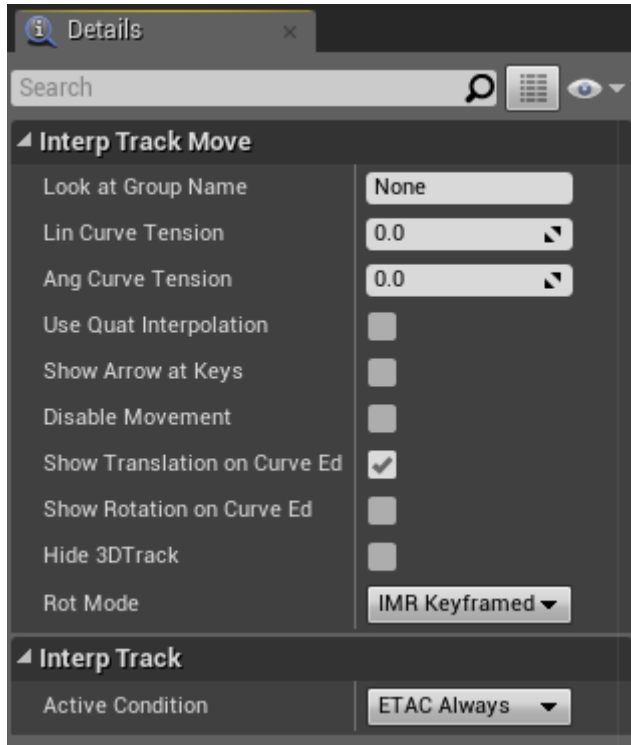


▼ New_Group

- ☑ Movement
- ☑ Visibility

5.000 / 5.000 Seconds





Blockmania_Game+ (MarineActor1)

File Edit Playback View Window Help

Interpolation: CurveAutoClamped

Play Loop Stop Reverse Camera Playback Speed: 100% Snap Setting: 0.50

Curves Snap Time to Frames Fixed Time Sequence Selected Loop Loop Sequence

Curve Editor

Horizontal Vertical All Selected Pan Zoom Auto Auto/Clamped User Break Linear Constant Flatten Straighten Show All Create

0.50								
0.00								
-0.50								
00	-0.50	0.00	0.50	1.00	1.50	2.00	2.50	3.00

Tracks

All Cameras Skeletal Meshes Lights Particles Sounds Events

Door

Movement

2.00s

KEY Movement1
2.000 / 2.000 Seconds

Details

Interp Track Move

Look at Group Name: None

Lin Curve Tension: 0.0

Ang Curve Tension: 0.0

Use Quat Interpo:

Show Arrow at Key:

Disable Movement:

Show Translation:

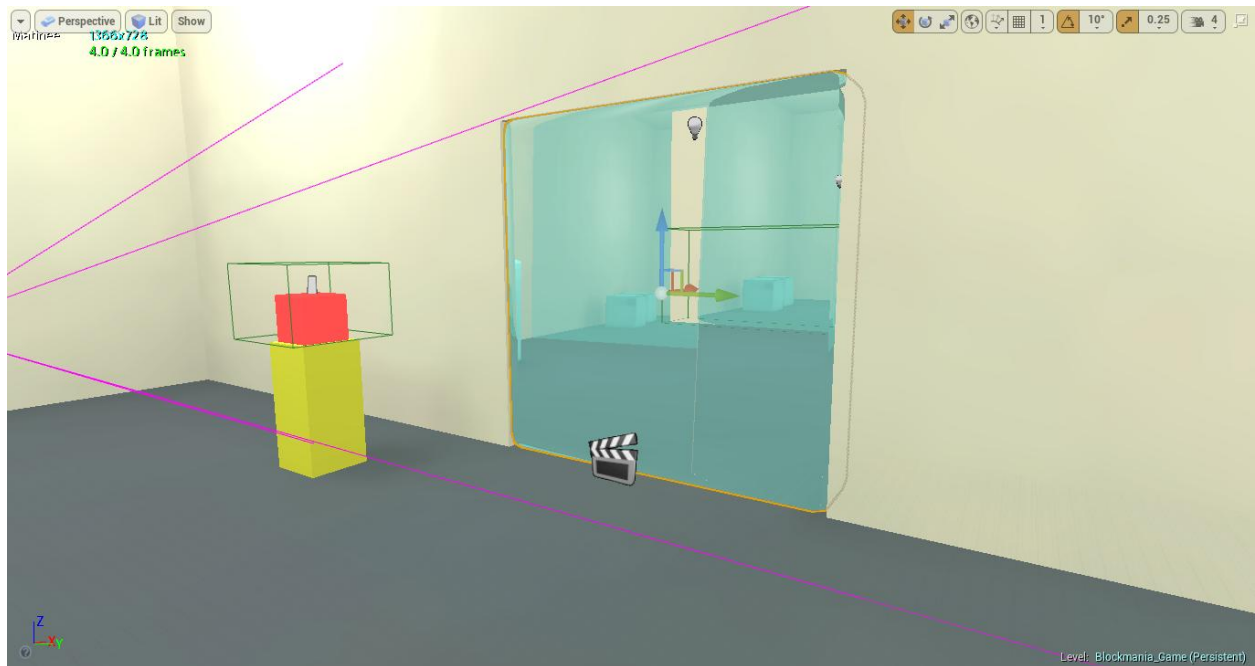
Show Rotation of:

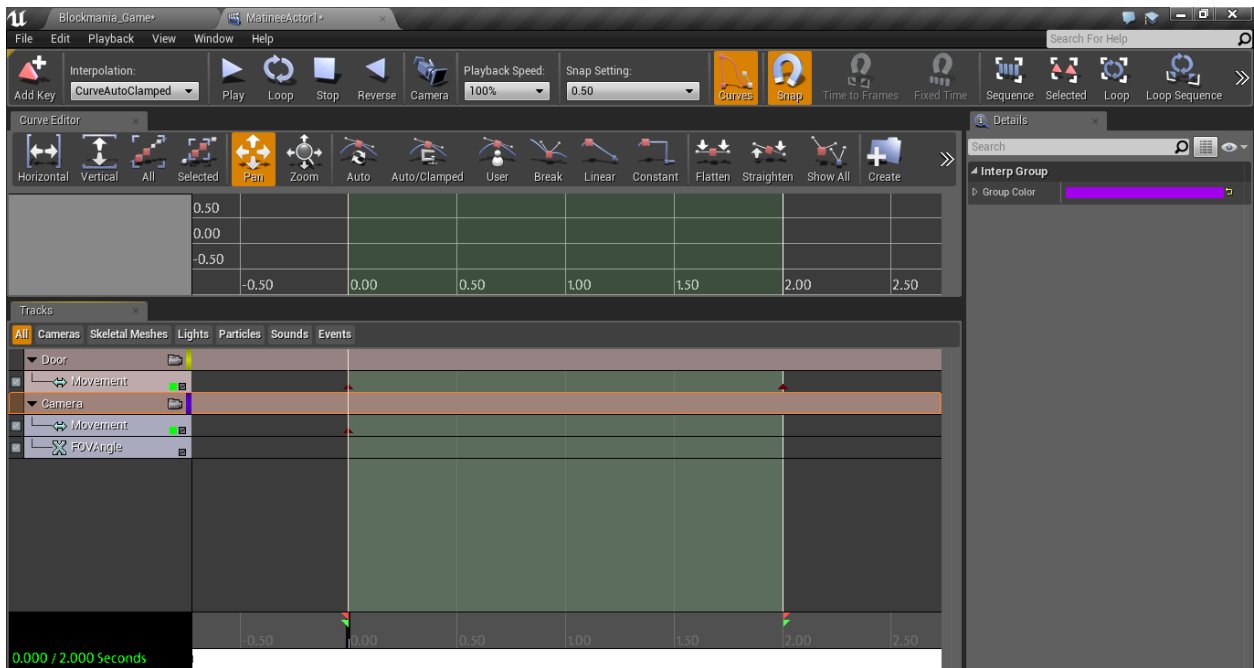
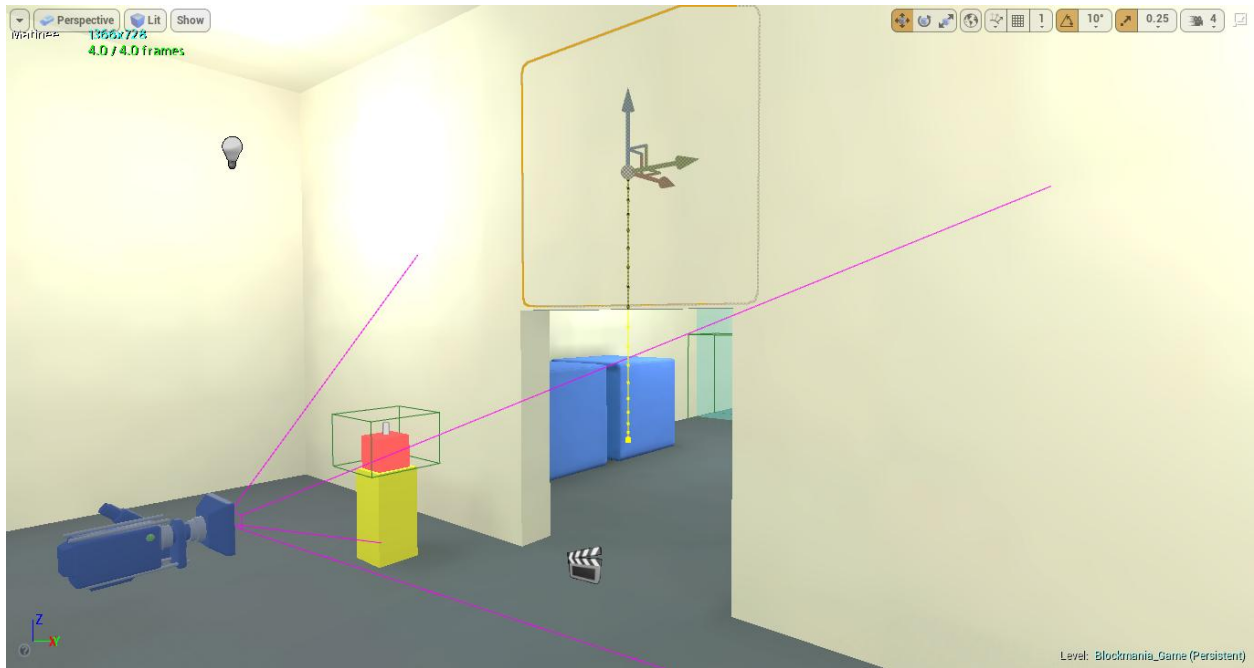
Hide 3DTrack:

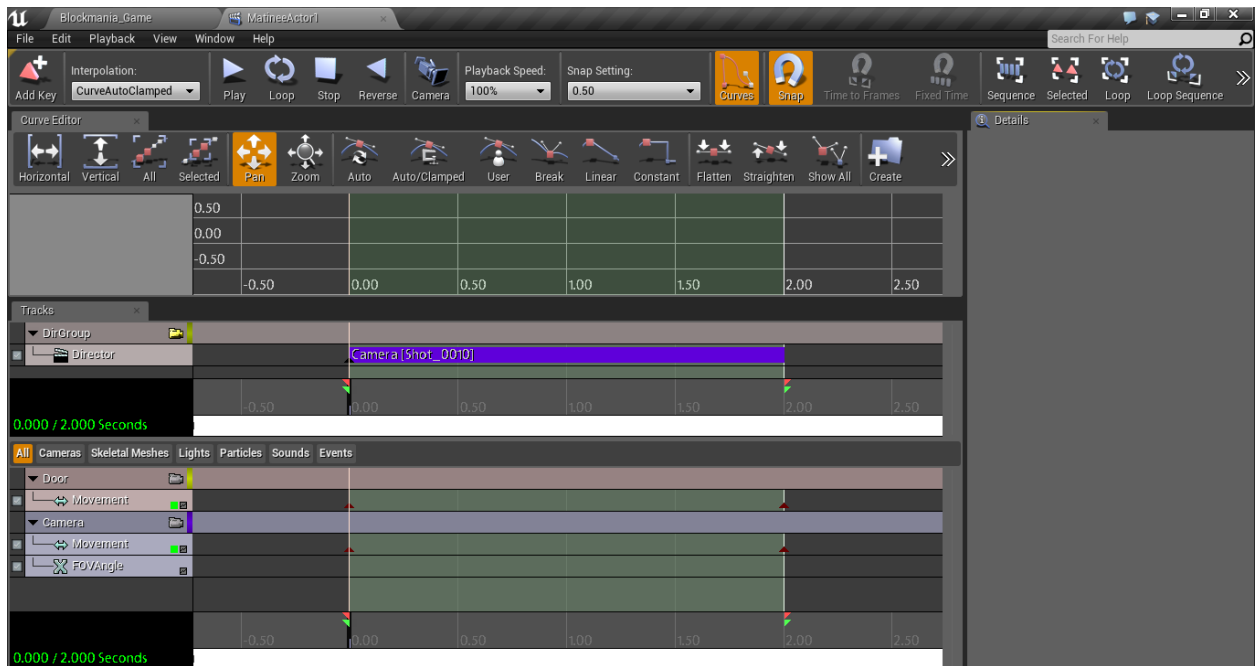
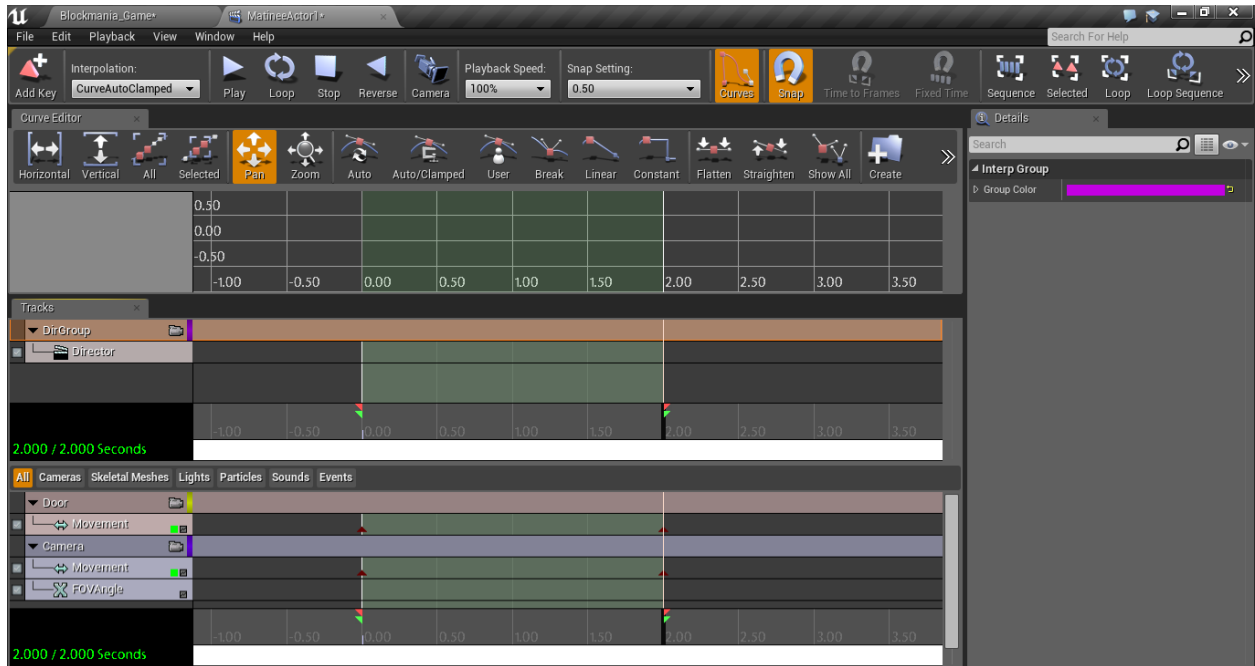
Rot Mode: IMR Keyframed

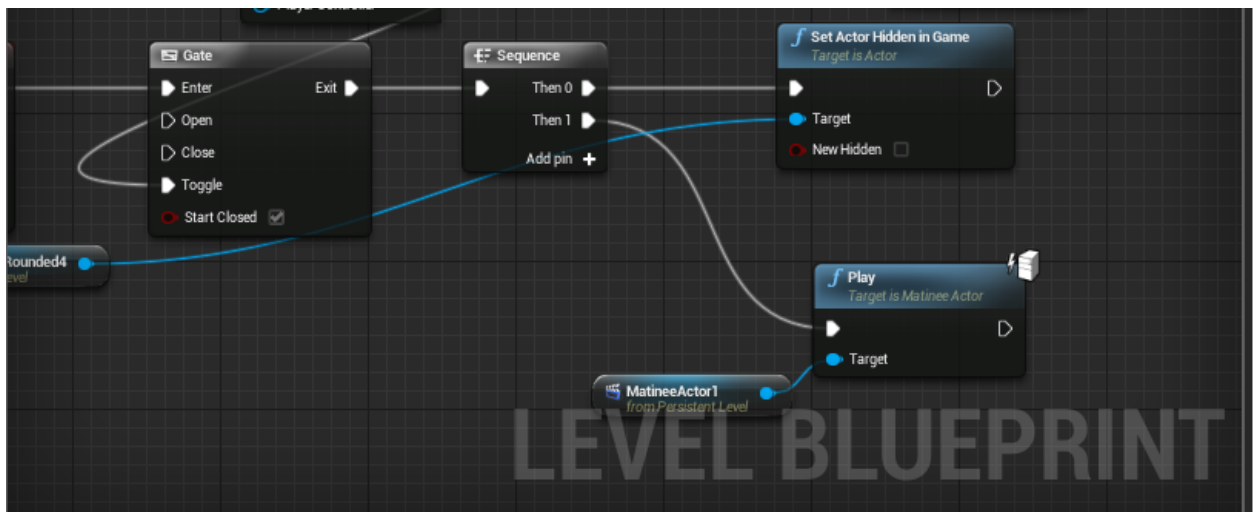
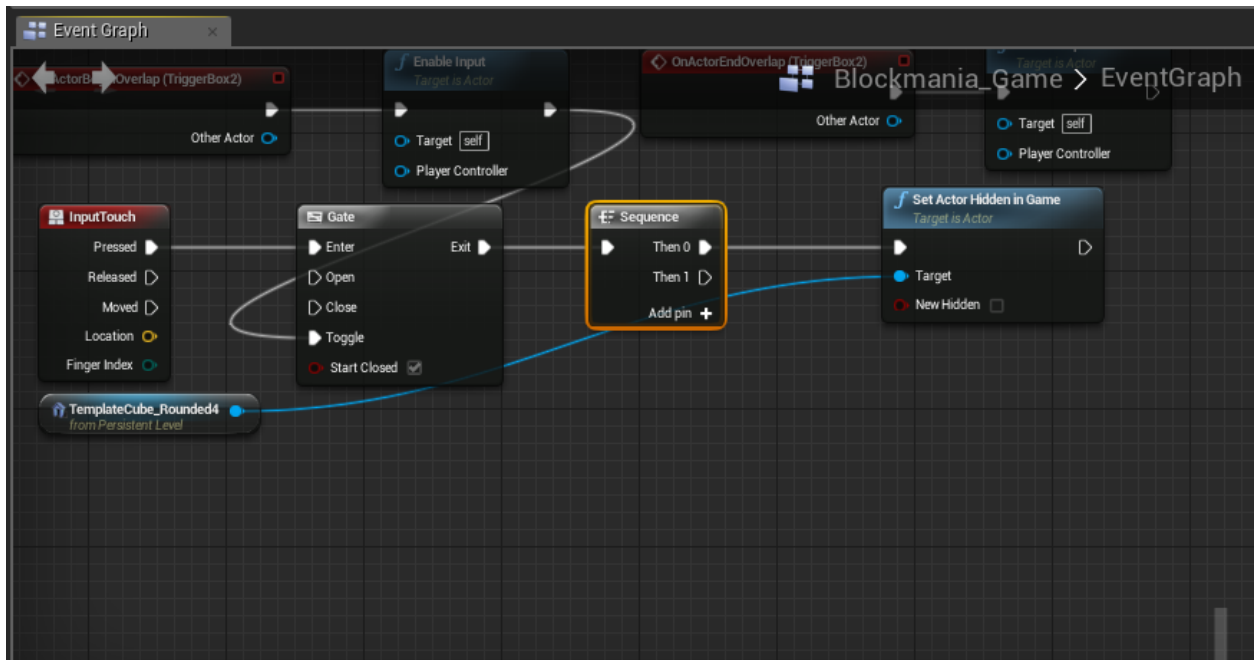
Interp Track

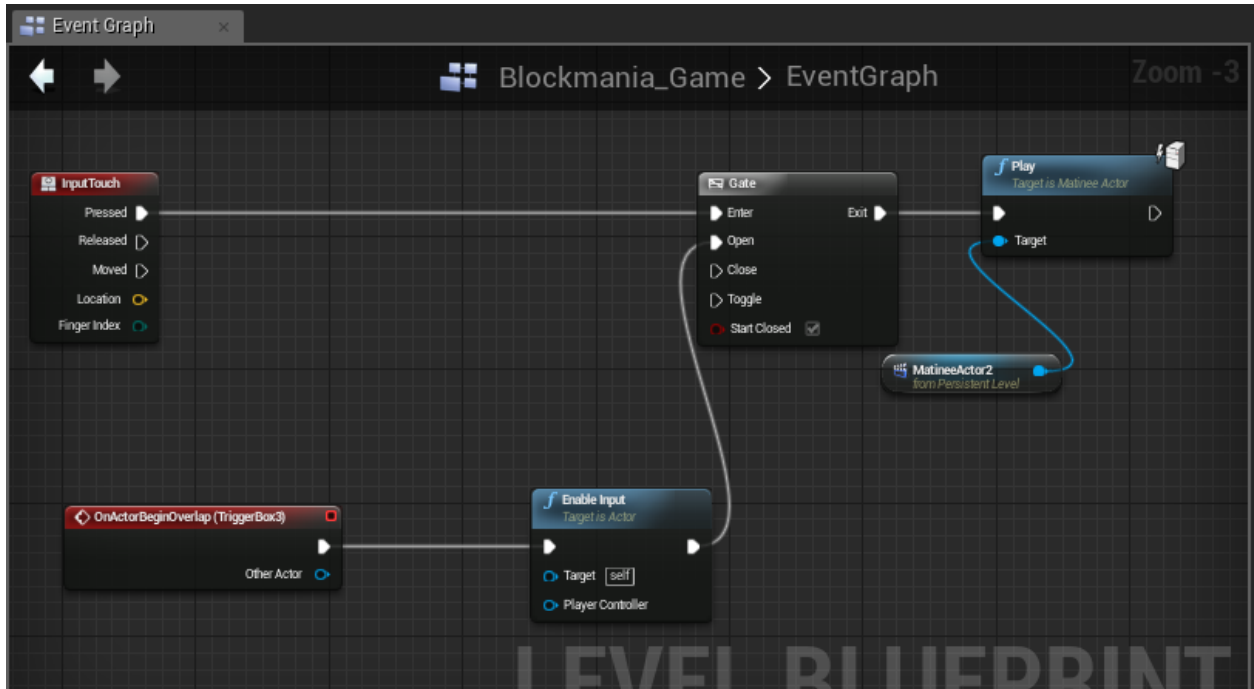
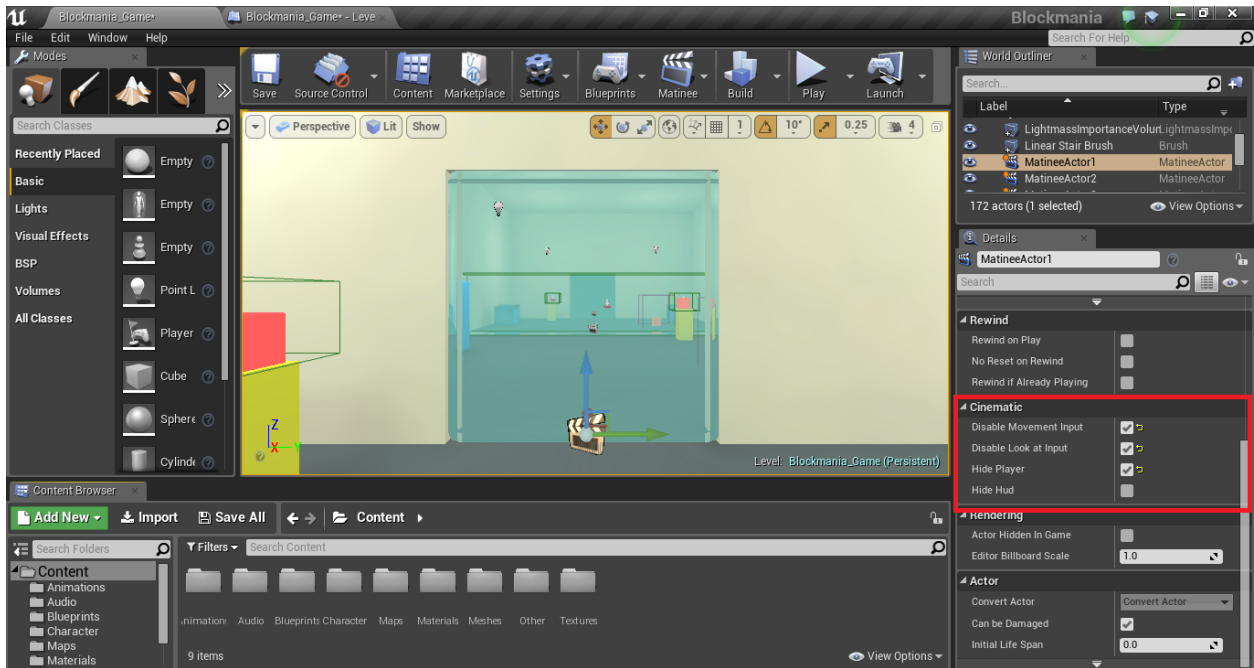
Active Condition: ETAC Always

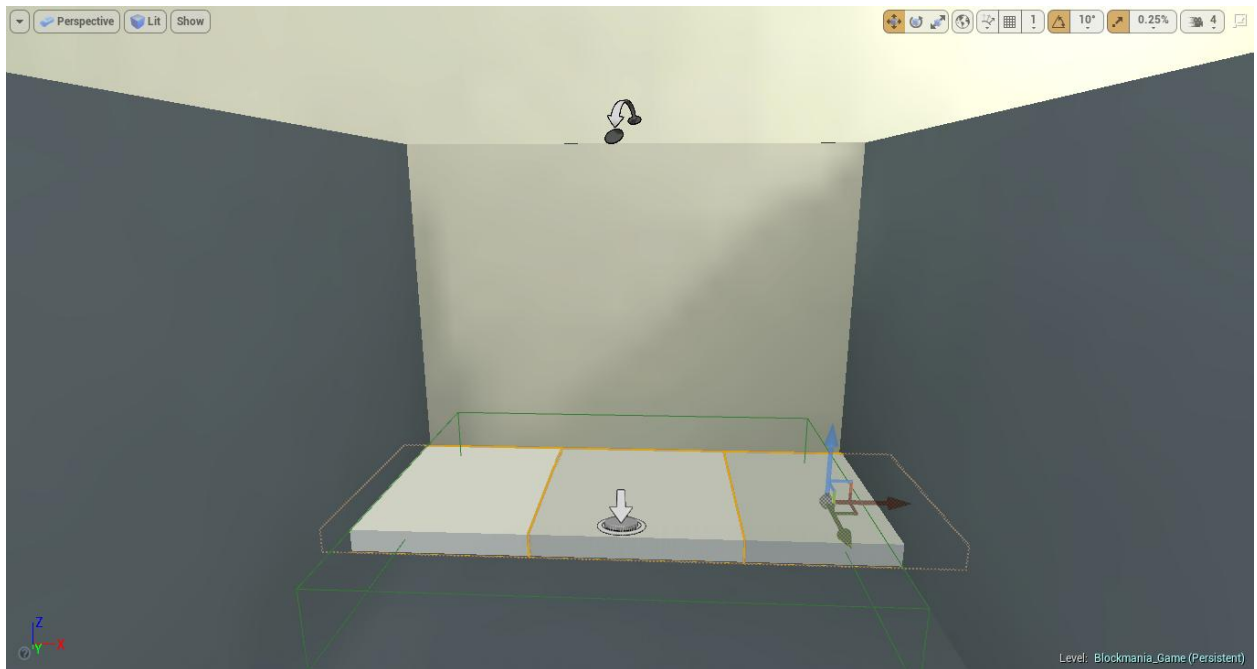
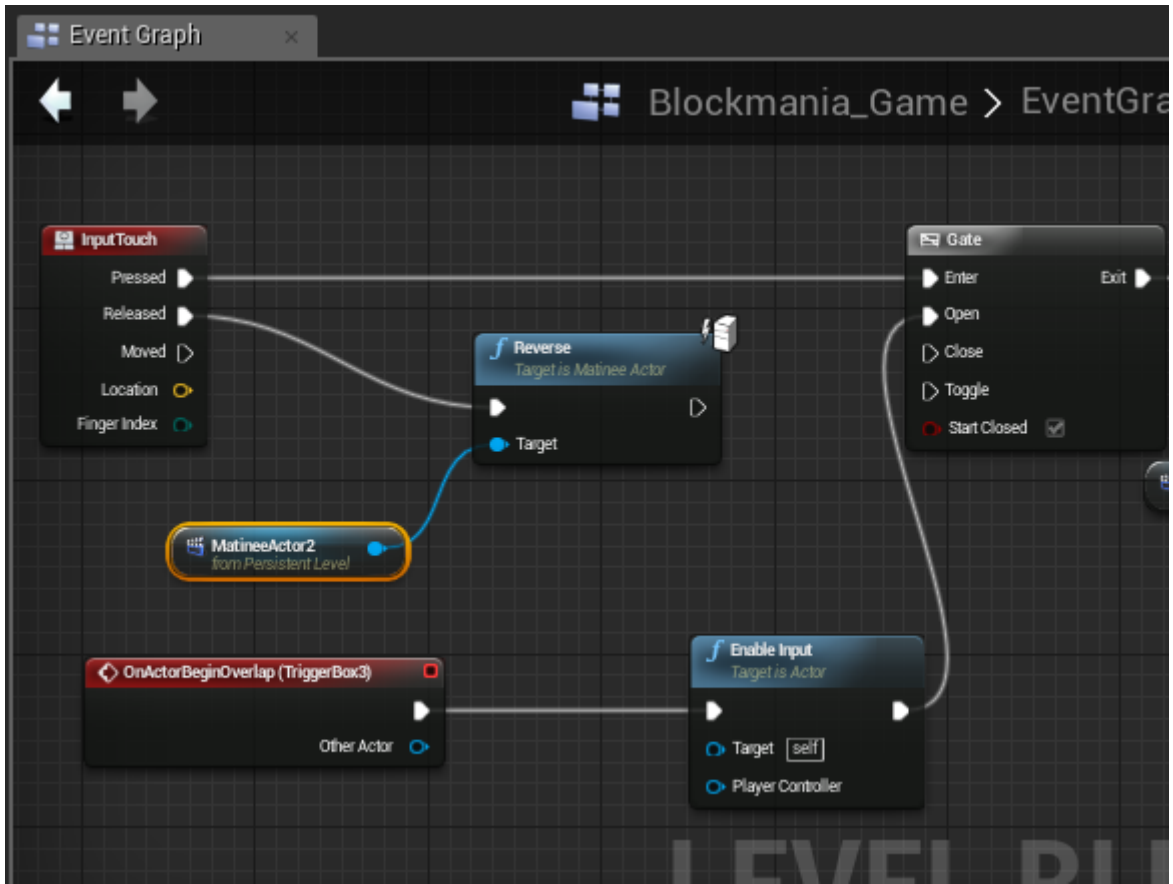




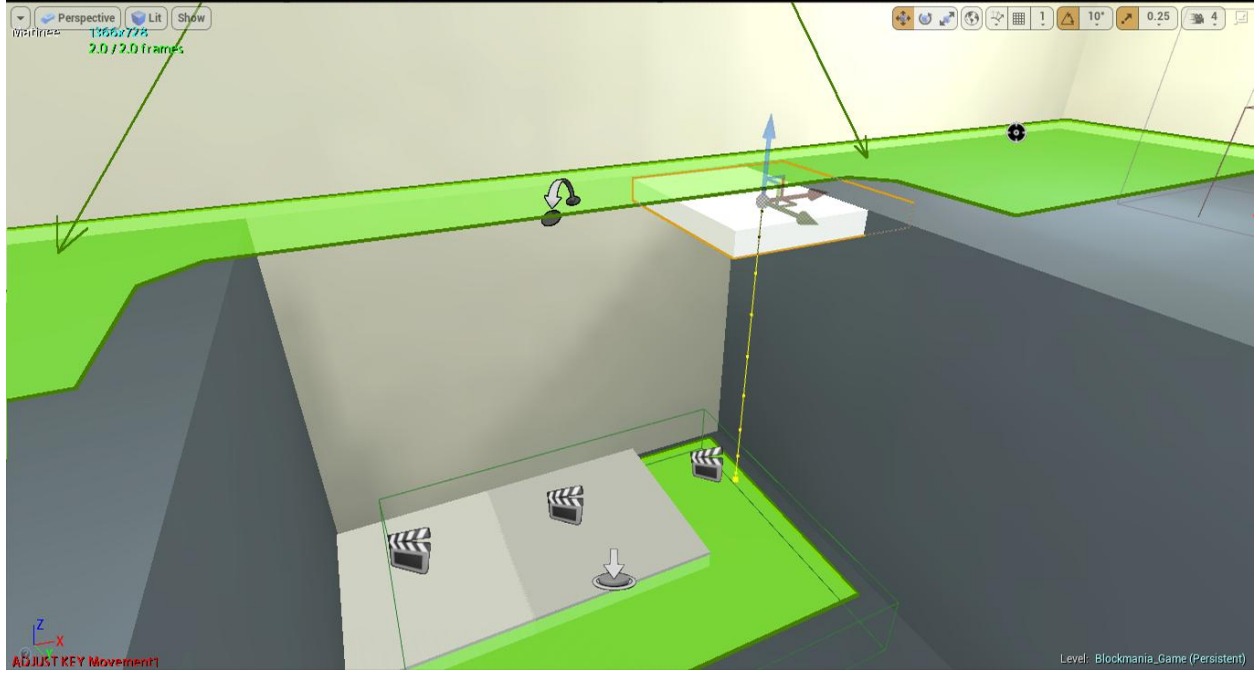
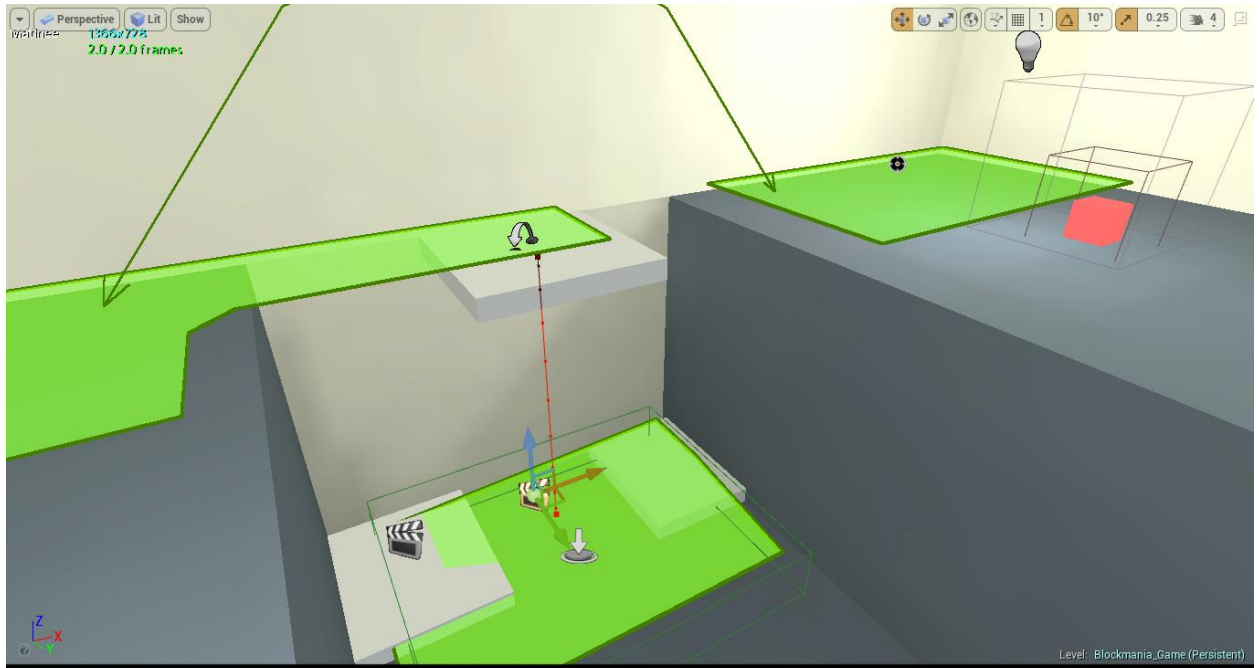




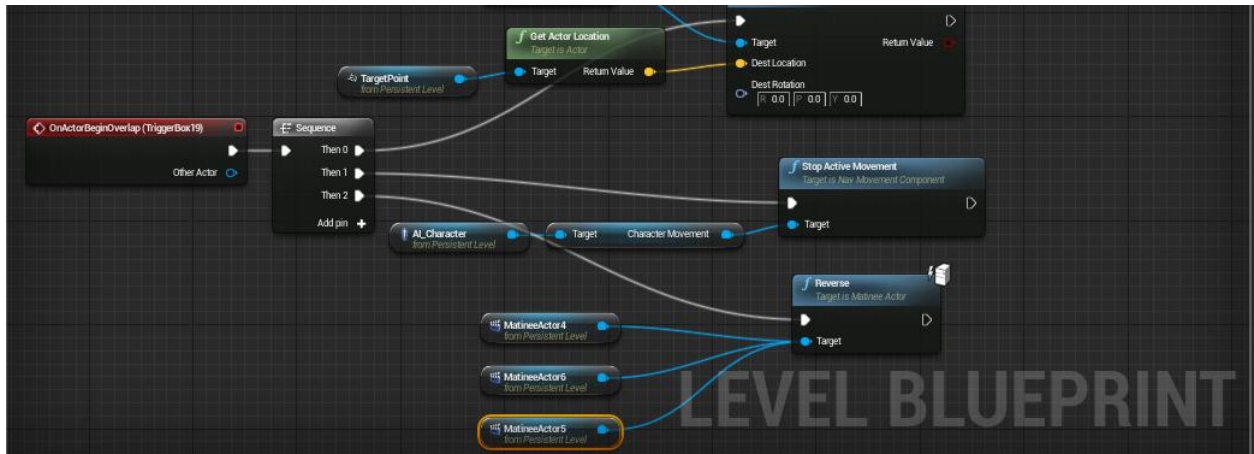
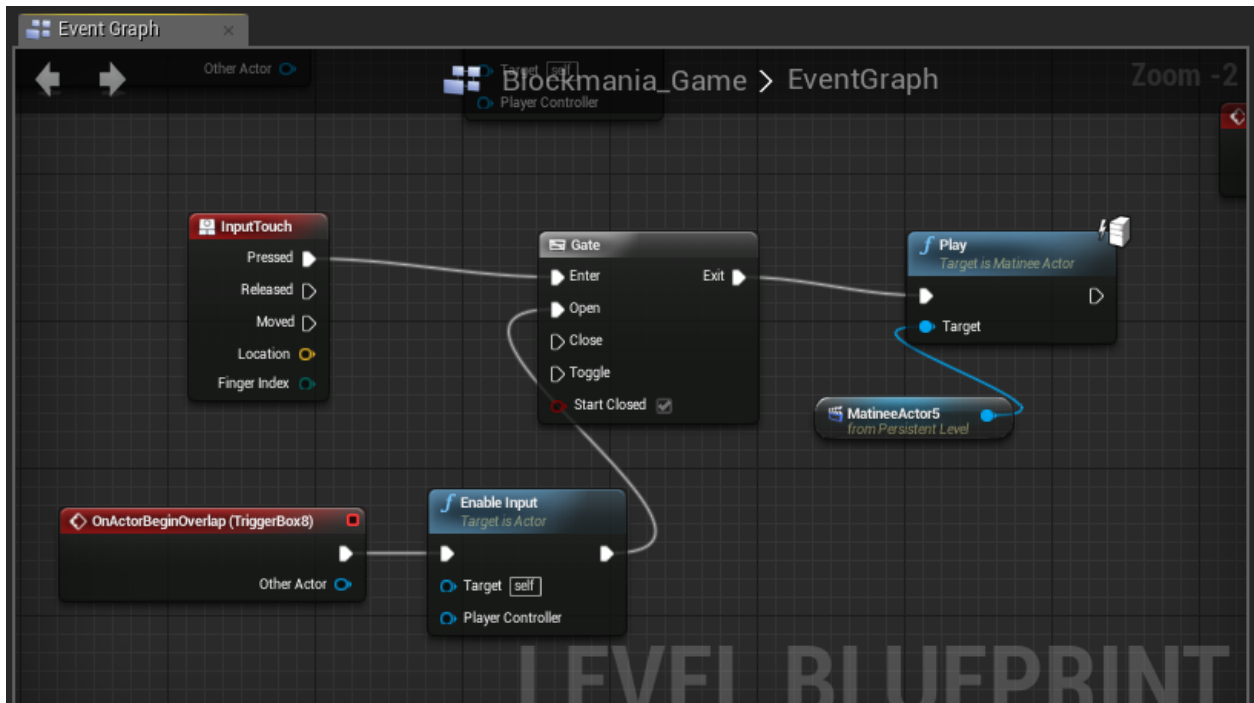


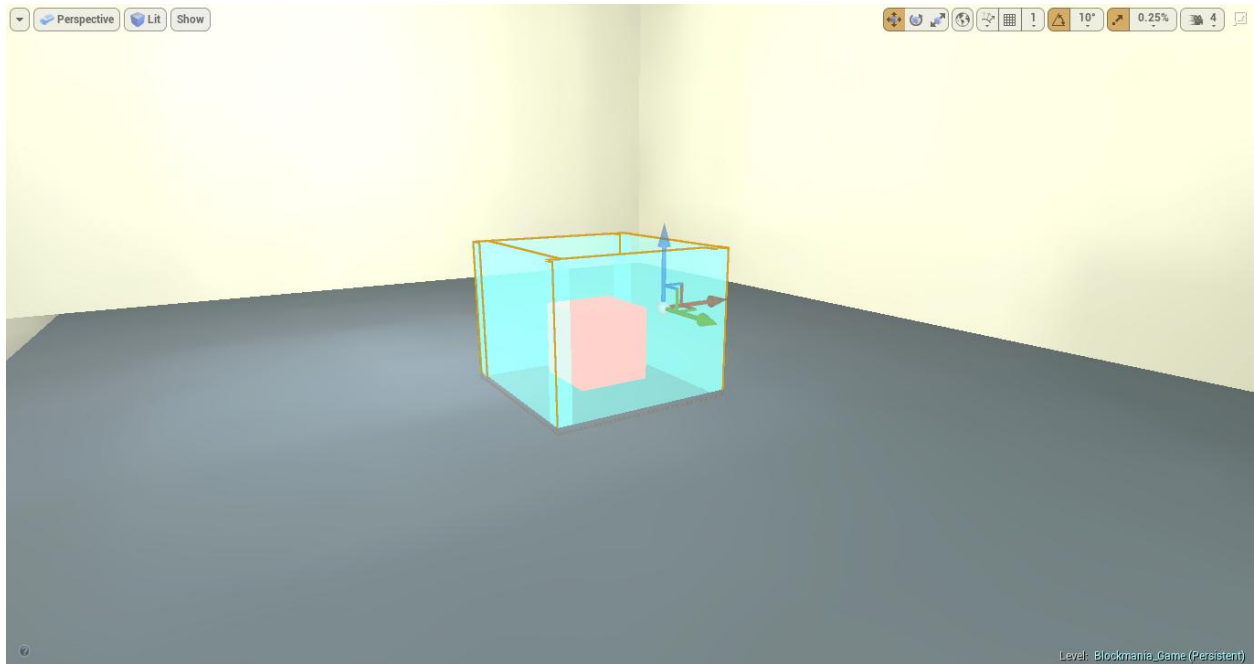






ADJUST KEY Movement1





Blockmania_Game - Blockmania_Game - Level - MatineeActor7

File Edit Playback View Window Help

Interpolation: CurveAutoClamped

Play Loop Stop Reverse Camera Playback Speed: 100% Snap Setting: 0.50

Curve Editor

Horizontal Vertical All Selected Pen Zoom Auto Auto/Clamped User Break Linear Constant Flatten Straighten Show All Create

0.50							
0.00							
-0.50							
	-0.50	0.00	0.50	1.00	1.50	2.00	

Tracks

All Cameras Skeletal Meshes Lights Particles Sounds Events

- Wall1
 - Movement
- Wall2
 - Movement
- Wall3
 - Movement
- Wall4
 - Movement

1.000 / 1.000 Seconds

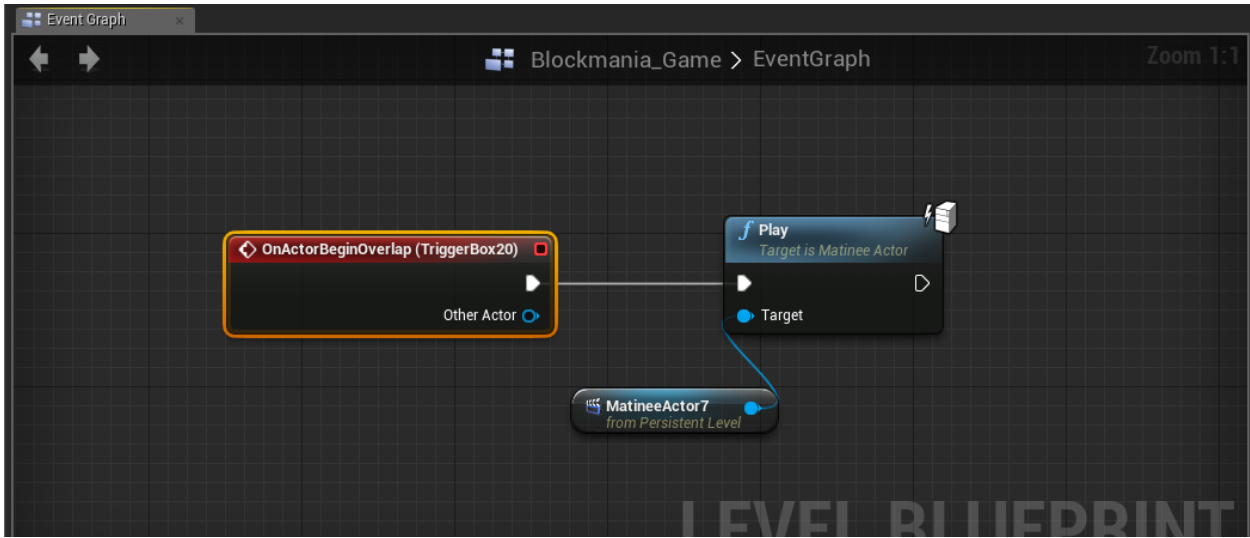
Details

Interp Track Move

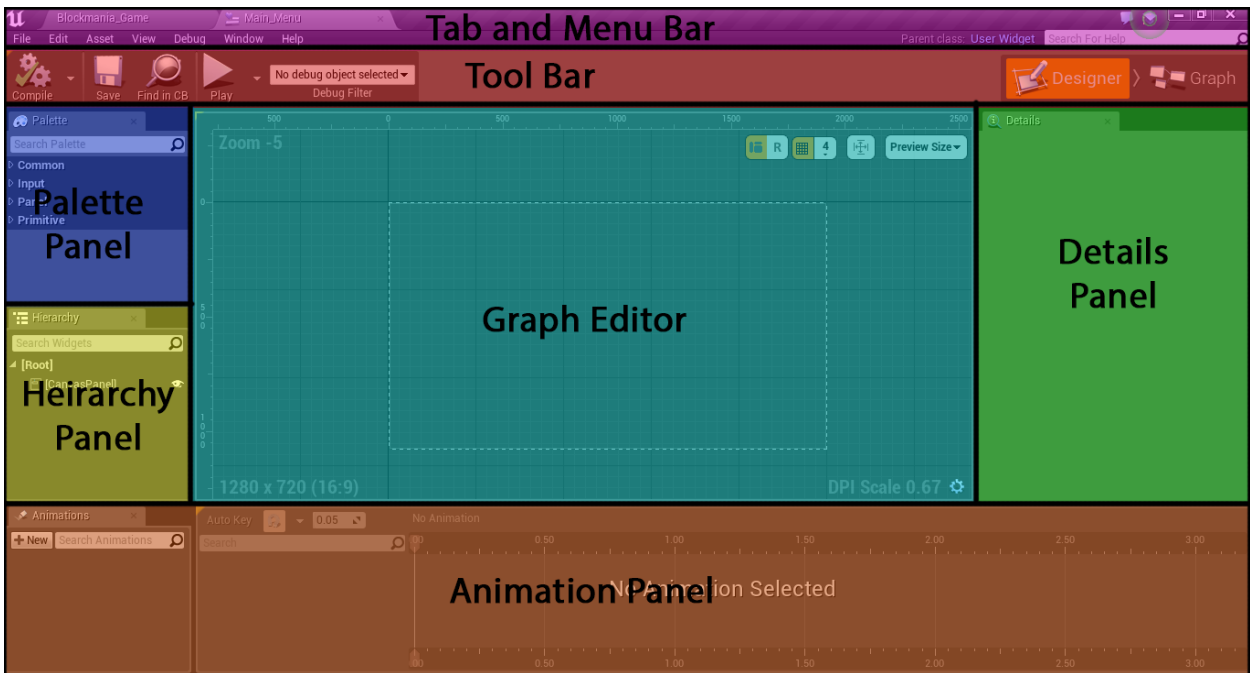
- Look at Group Name: None
- Lin Curve Tension: 0.0
- Ang Curve Tension: 0.0
- Use Quat Interpo:
- Show Arrow at Key:
- Disable Movement:
- Show Translation:
- Show Rotation or:
- Hide 3DTrack:
- Rot Mode: IMR Keyframed

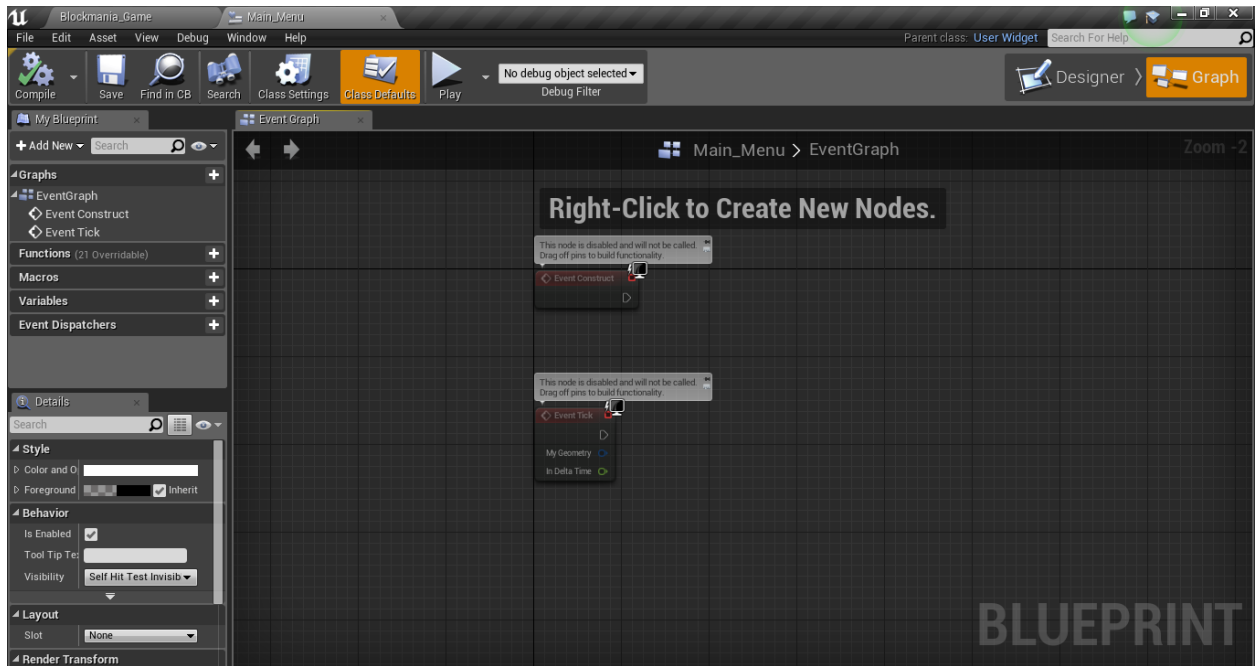
Interp Track

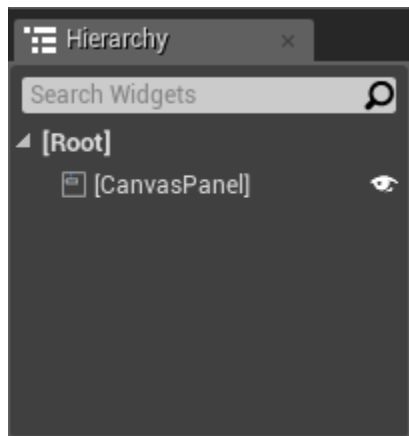
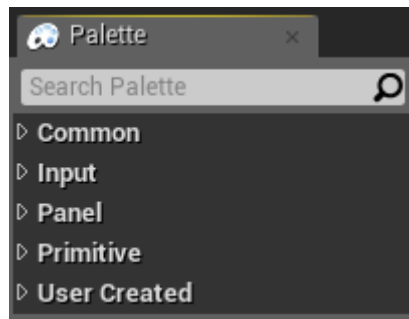
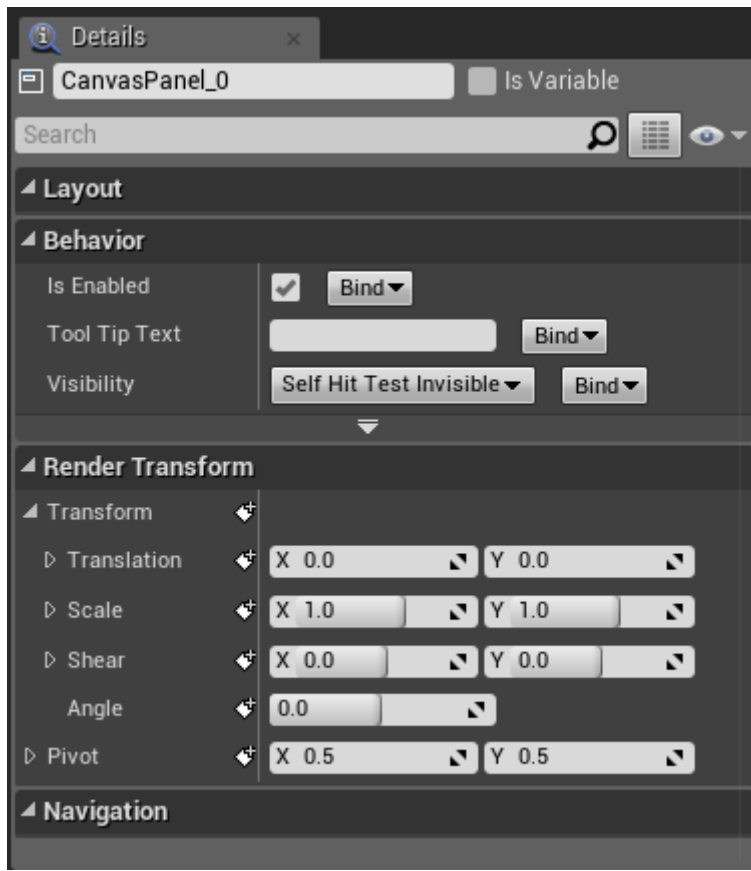
Active Condition: ETAC Always

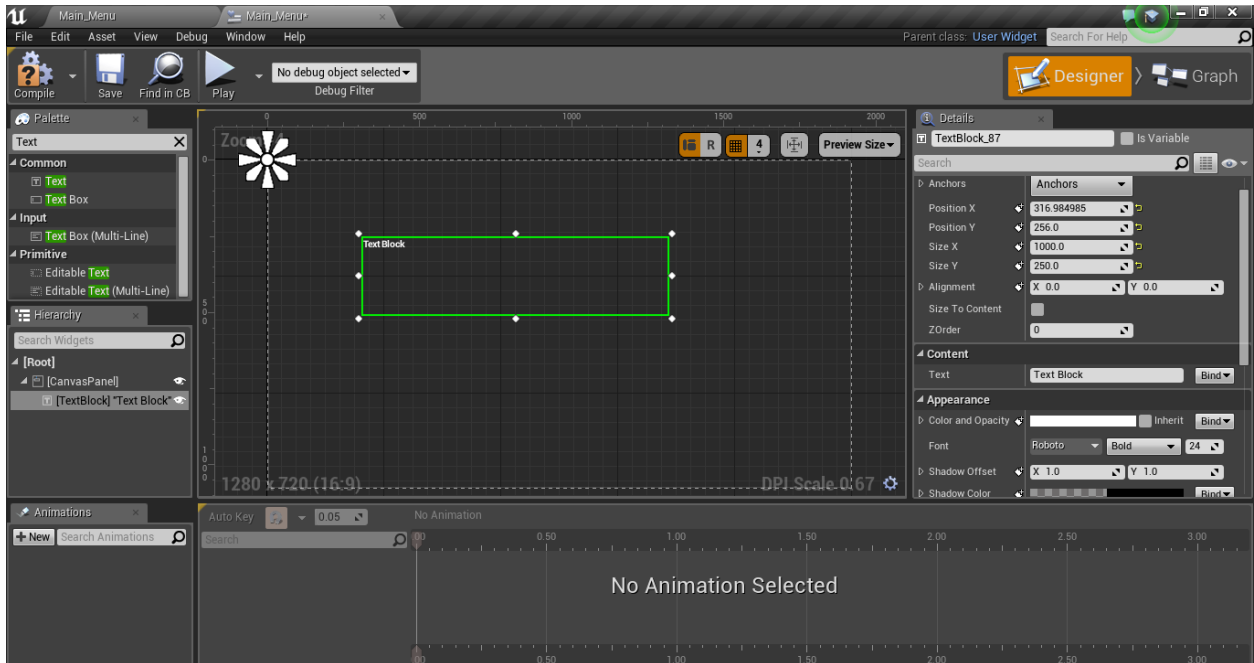
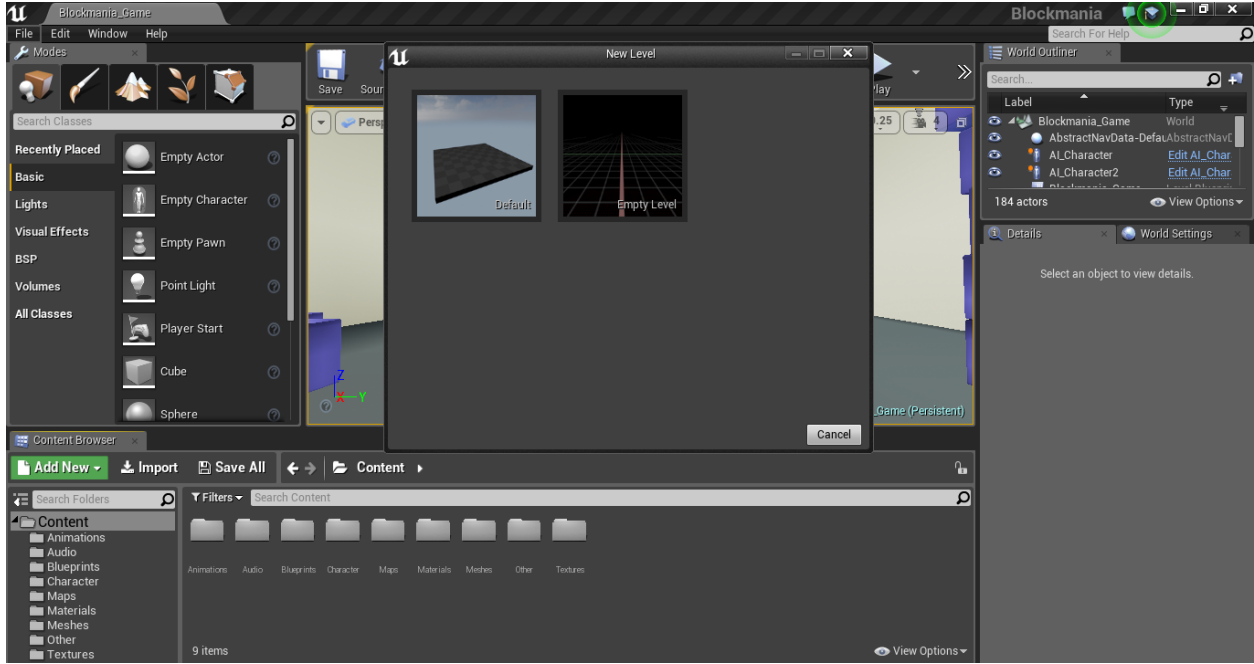
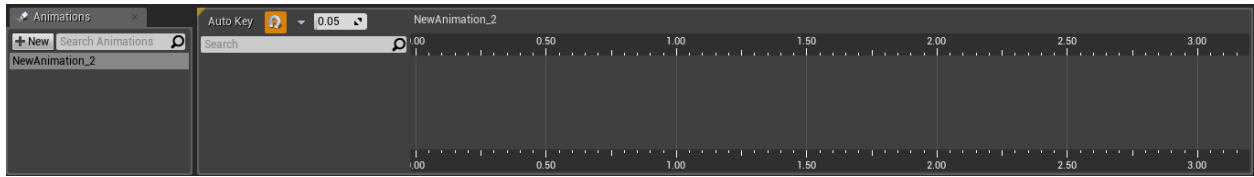


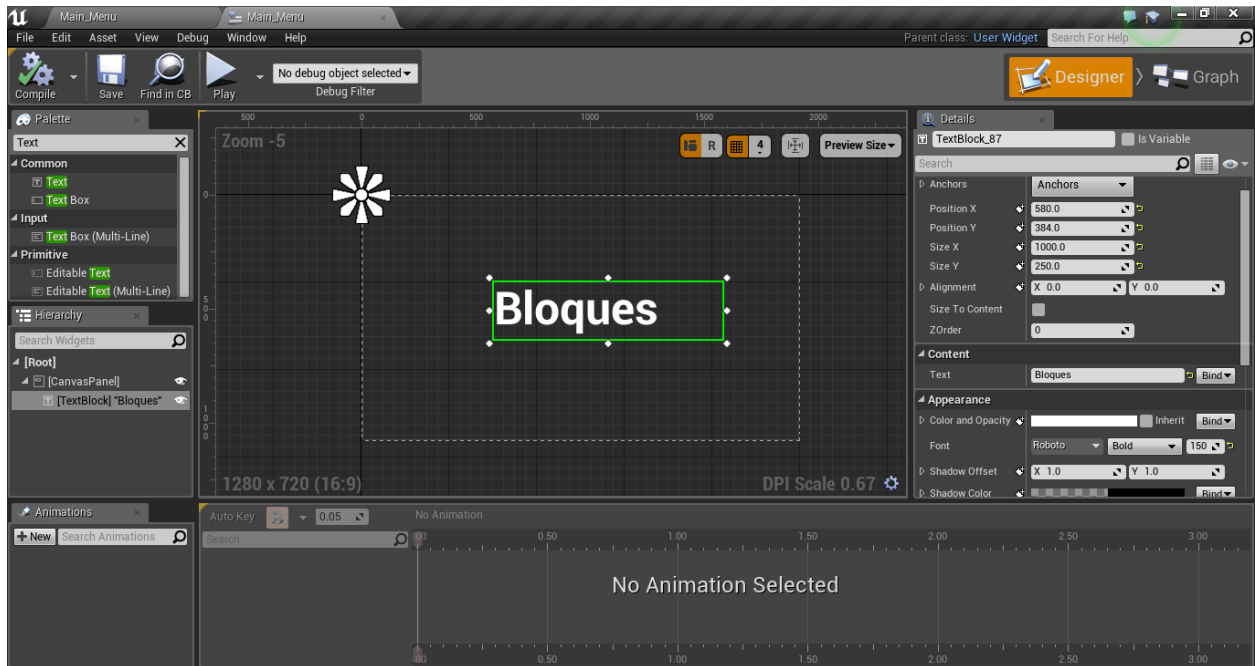
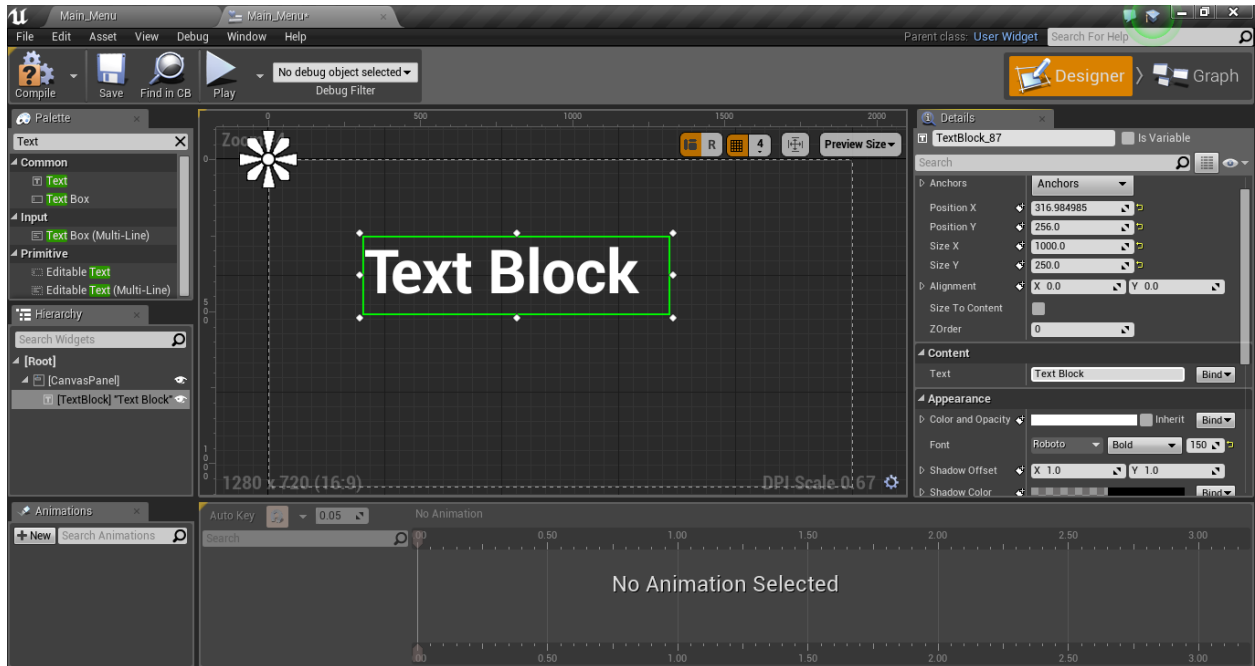
Chapter 7

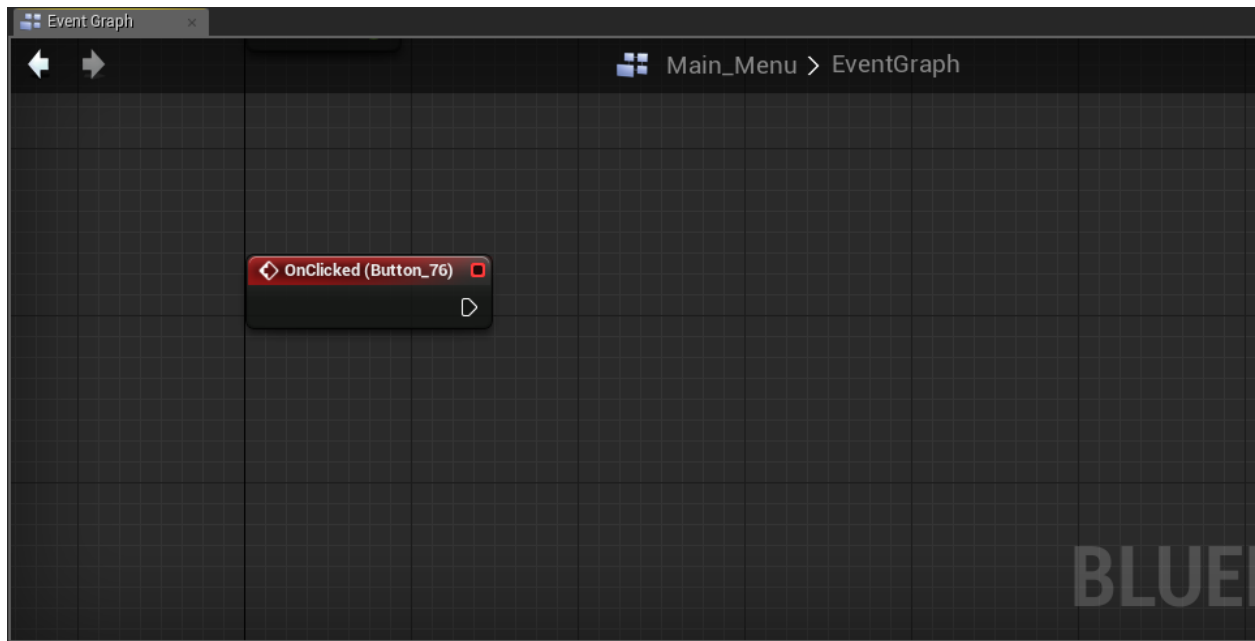
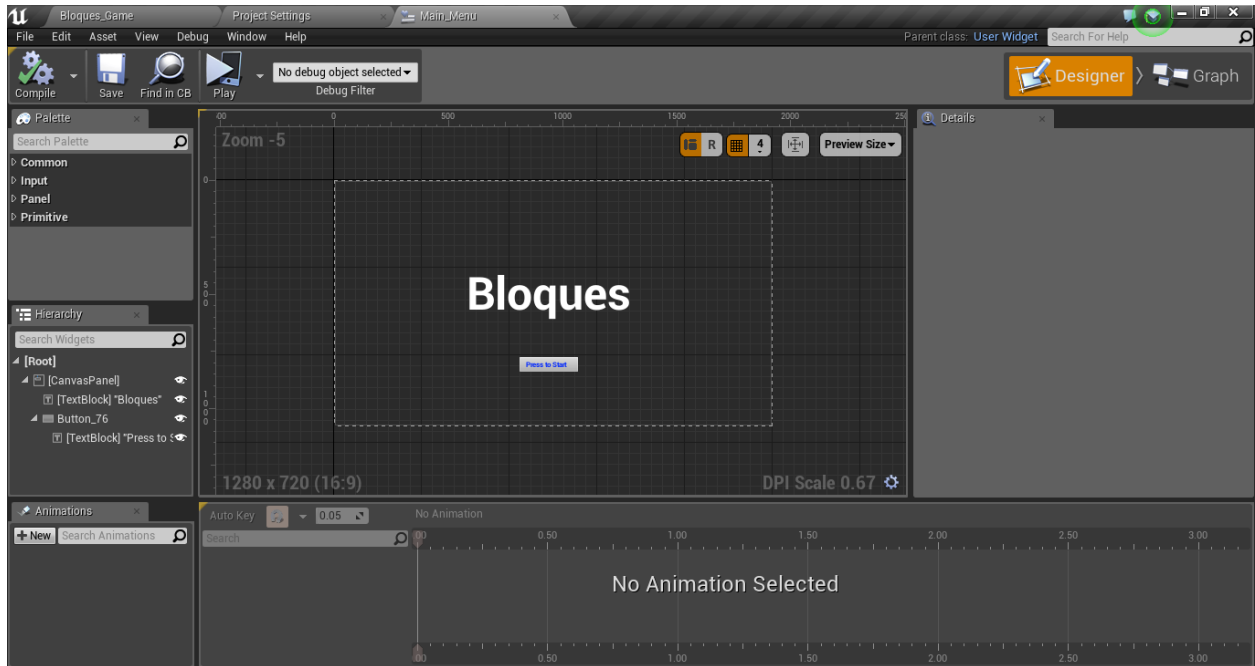


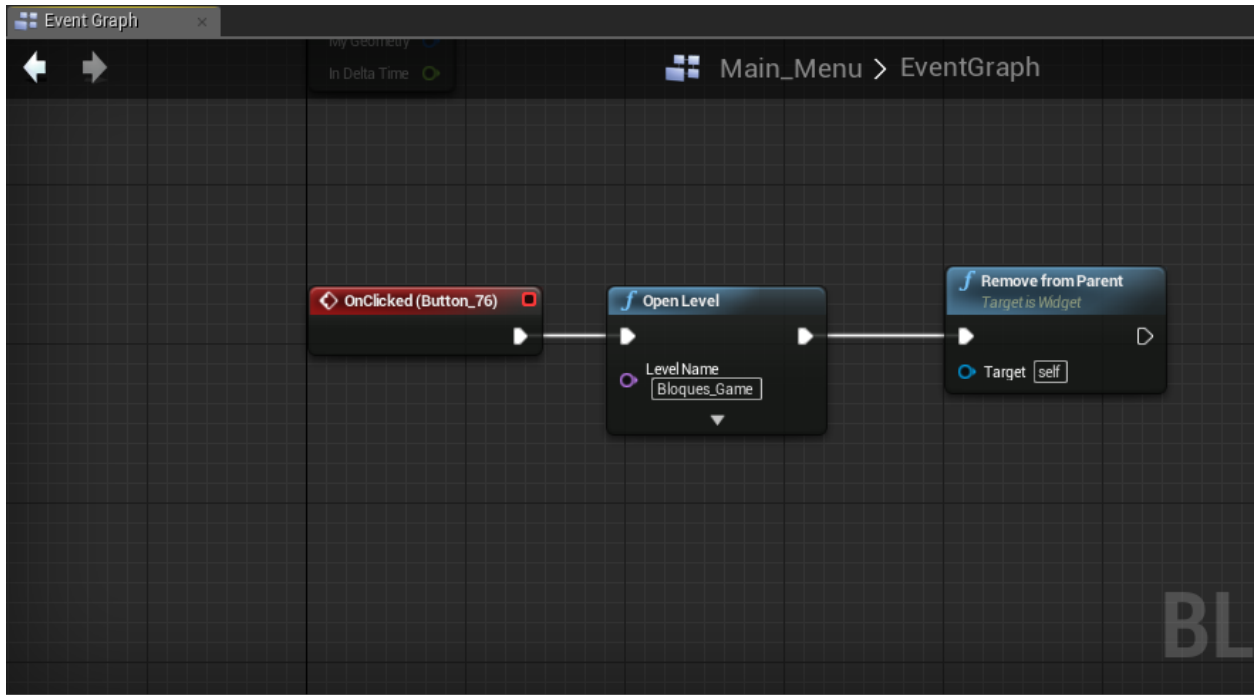
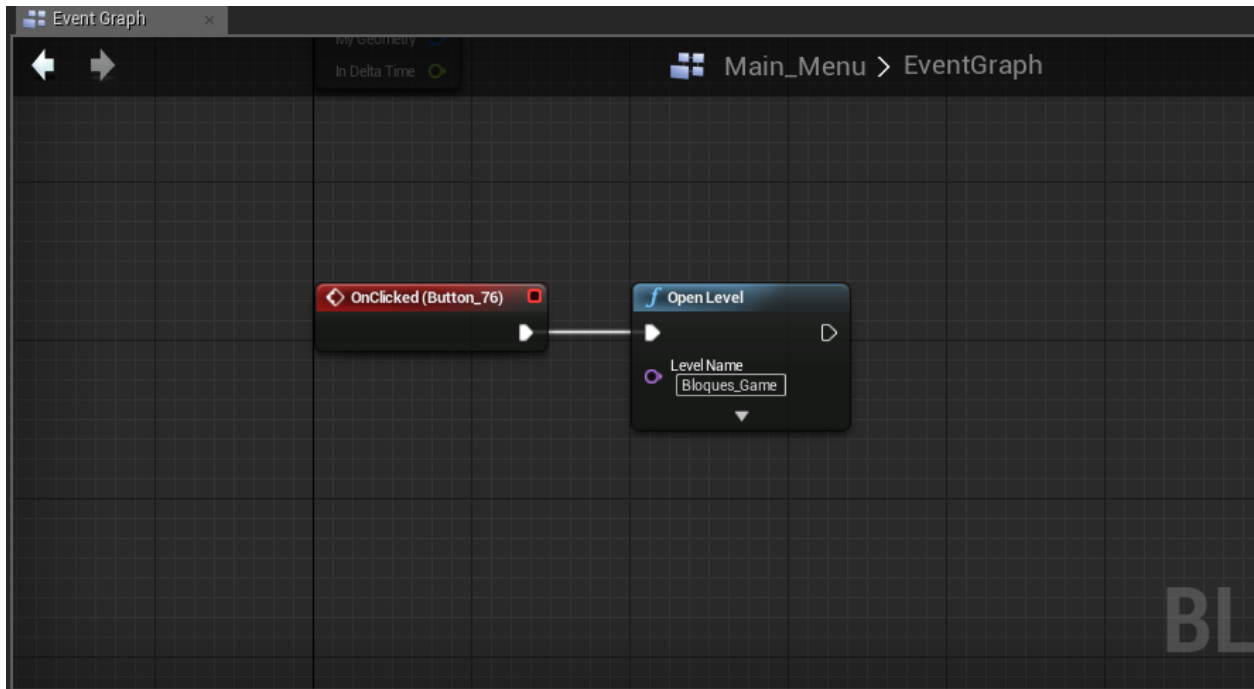


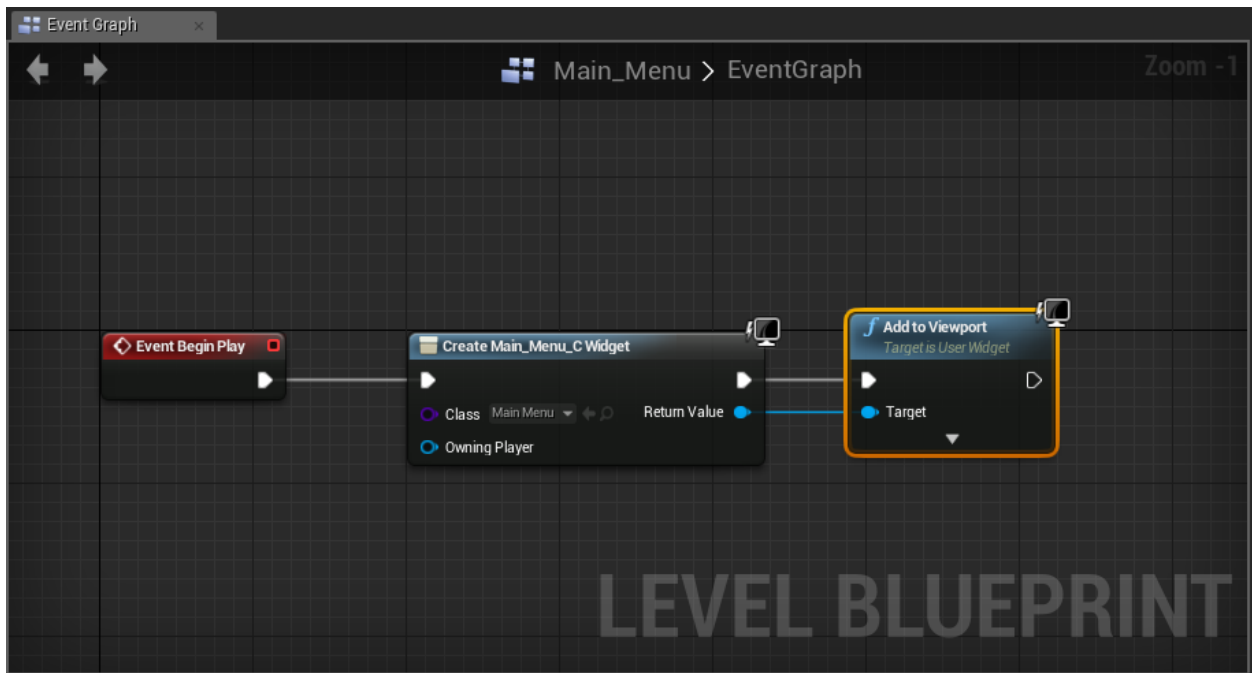
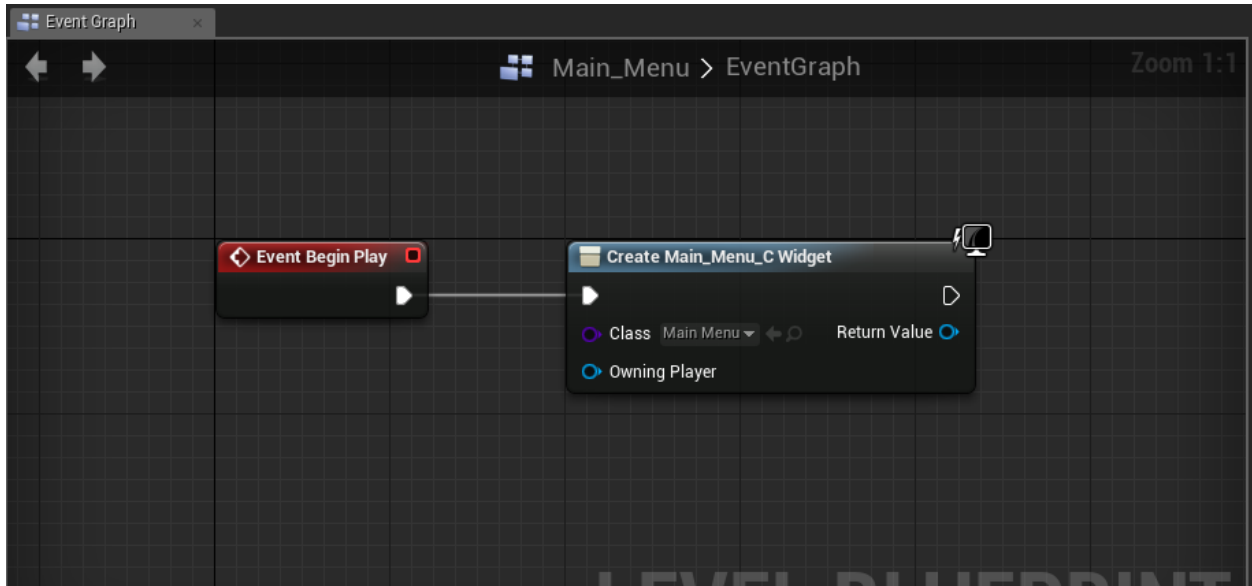








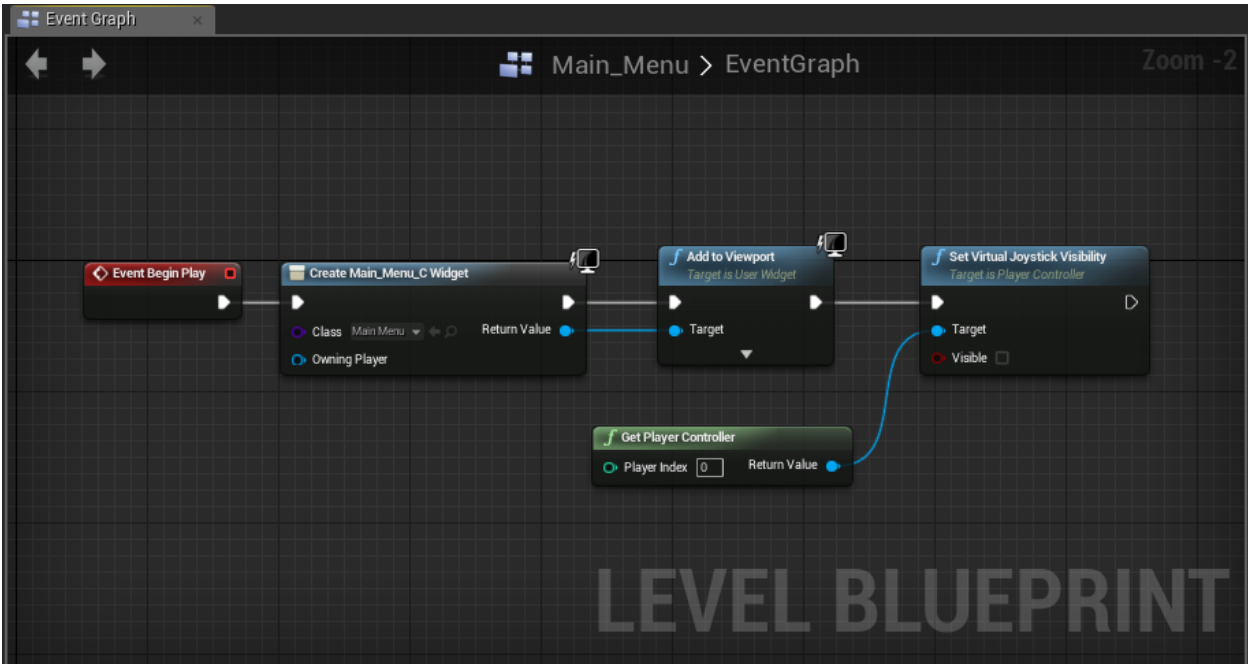


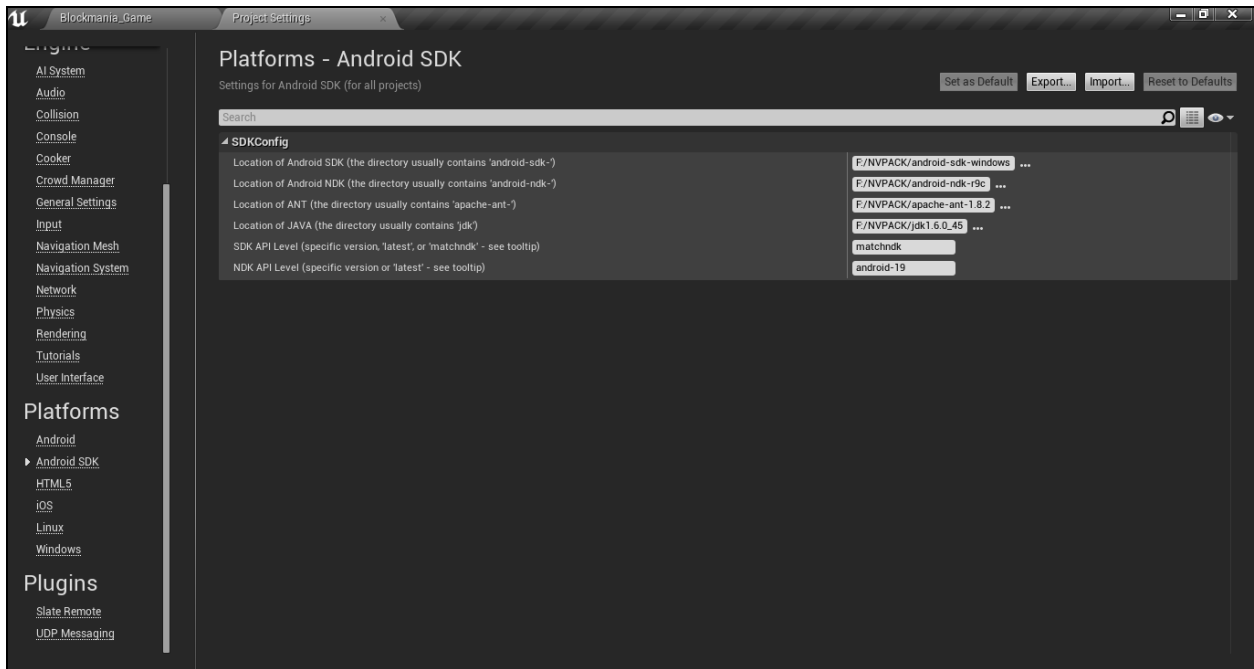
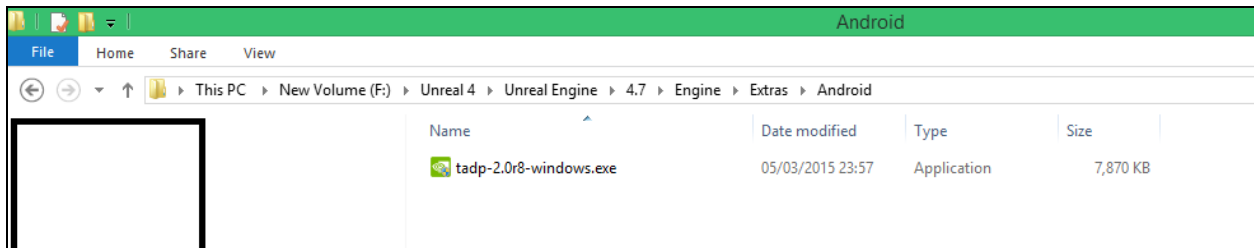
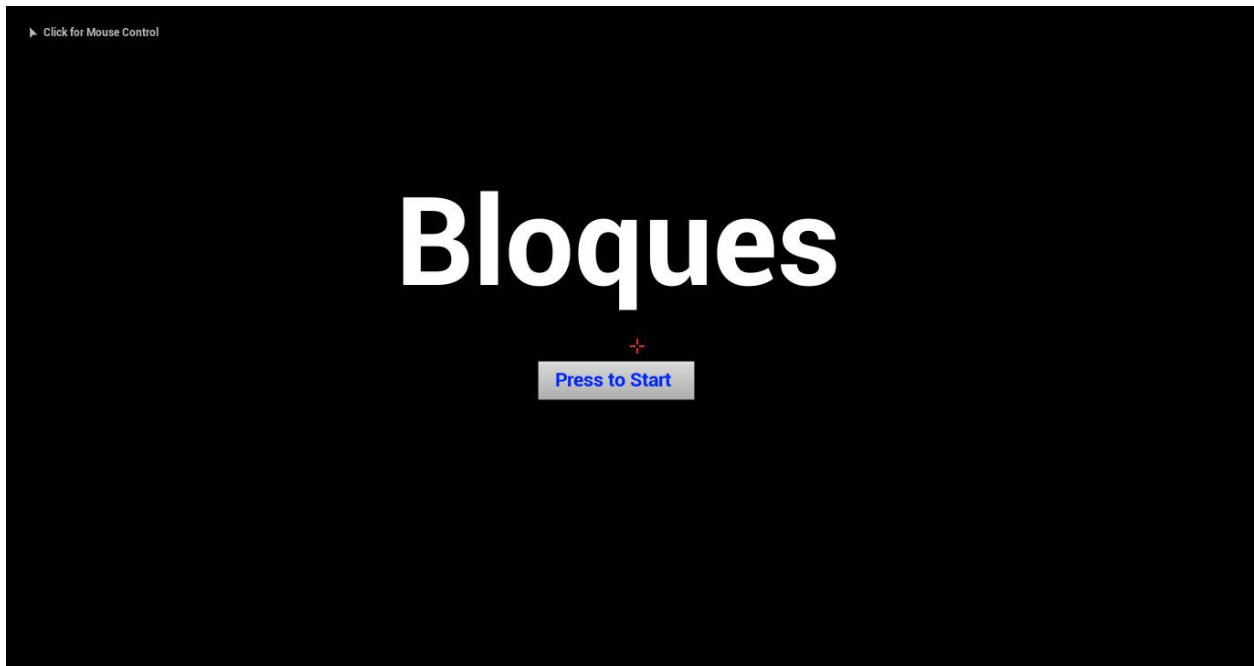


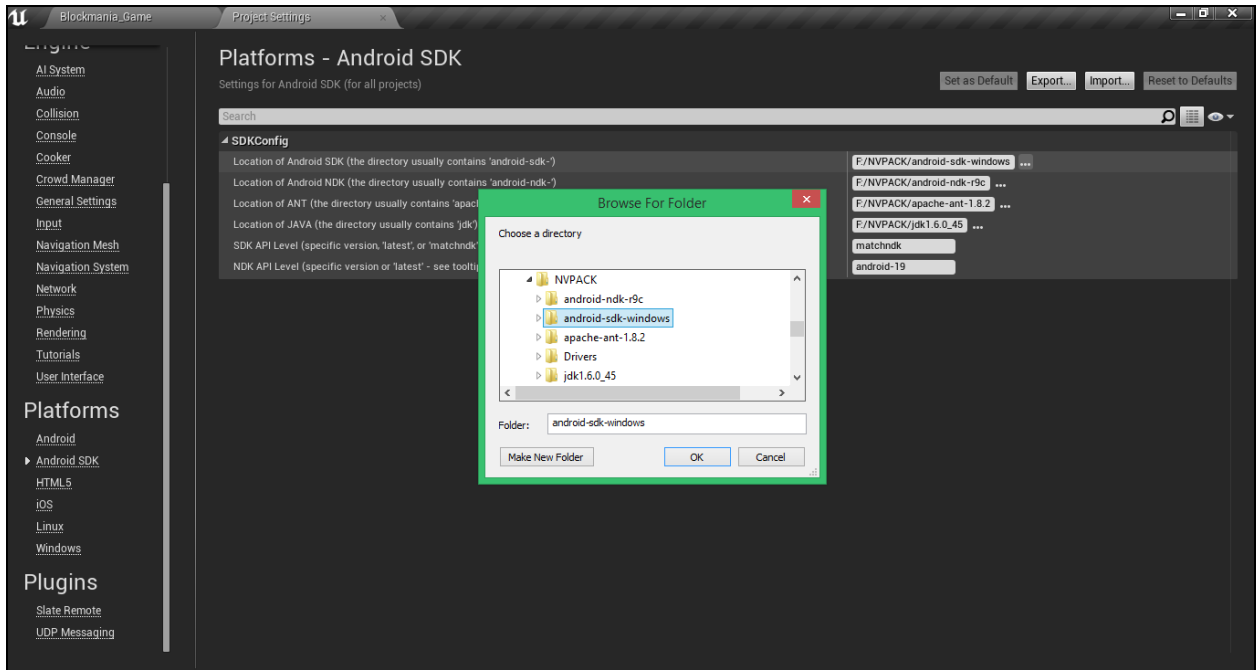
Click for Mouse Control

Bloques

Press to Start







< More

Kernel version

3.10.28-g1848ffc
and@ABM103 #1
SMP PREEMPT

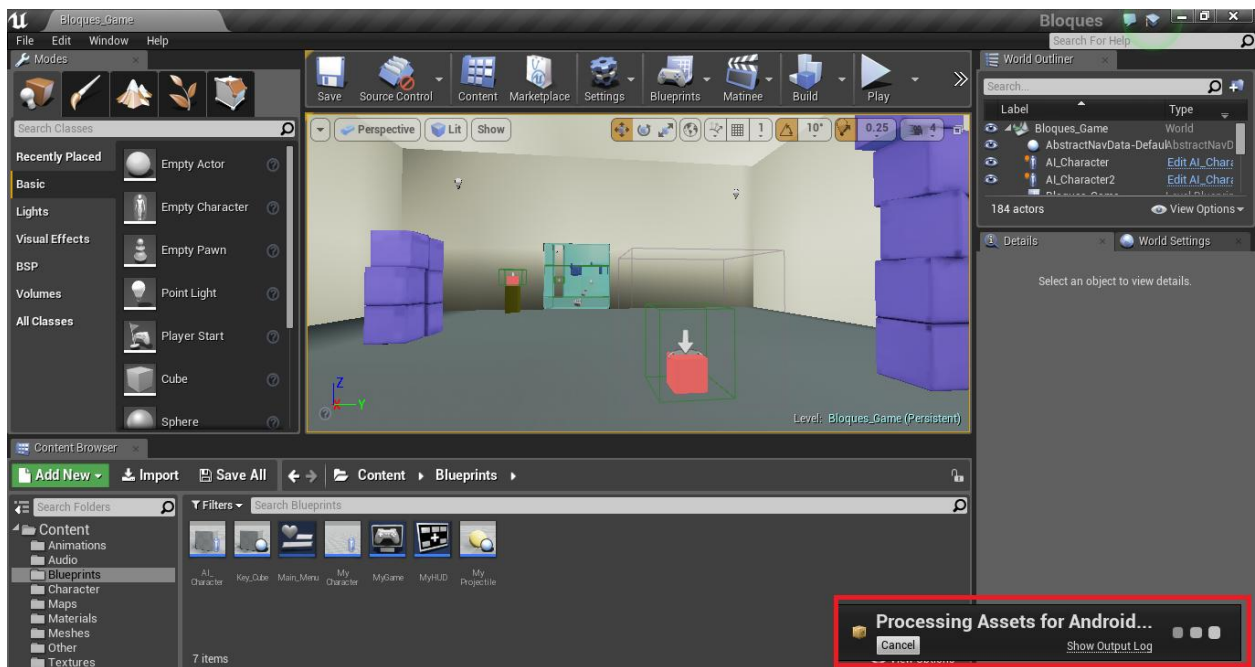
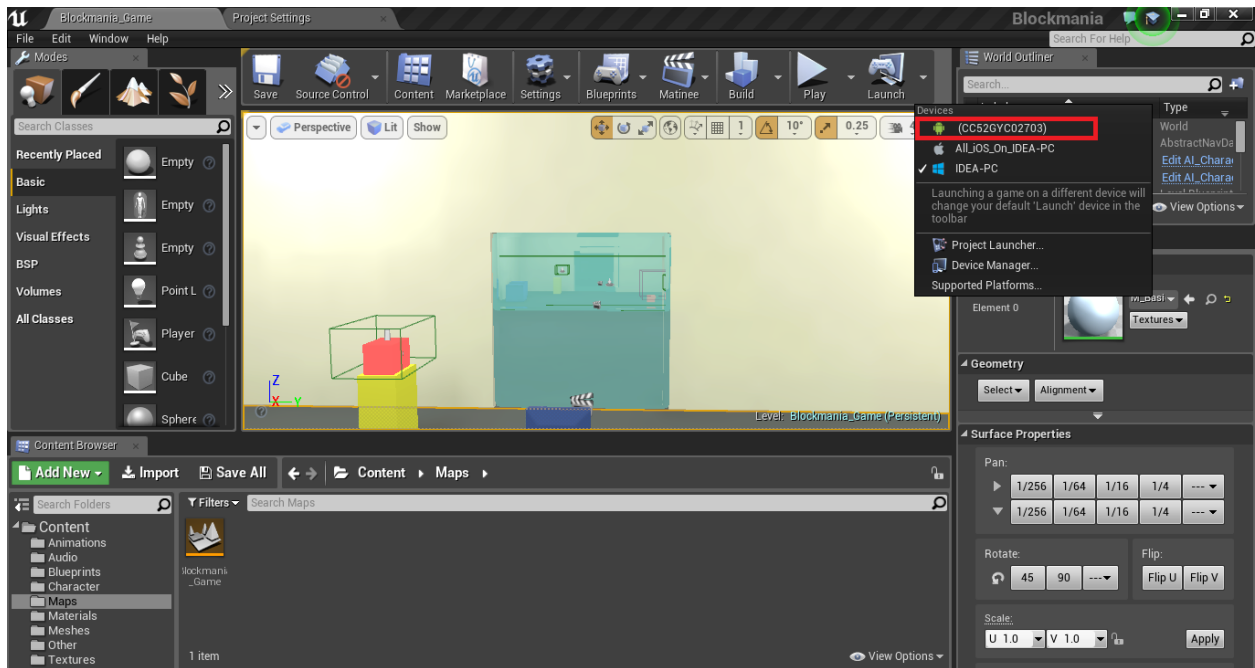
Baseband version

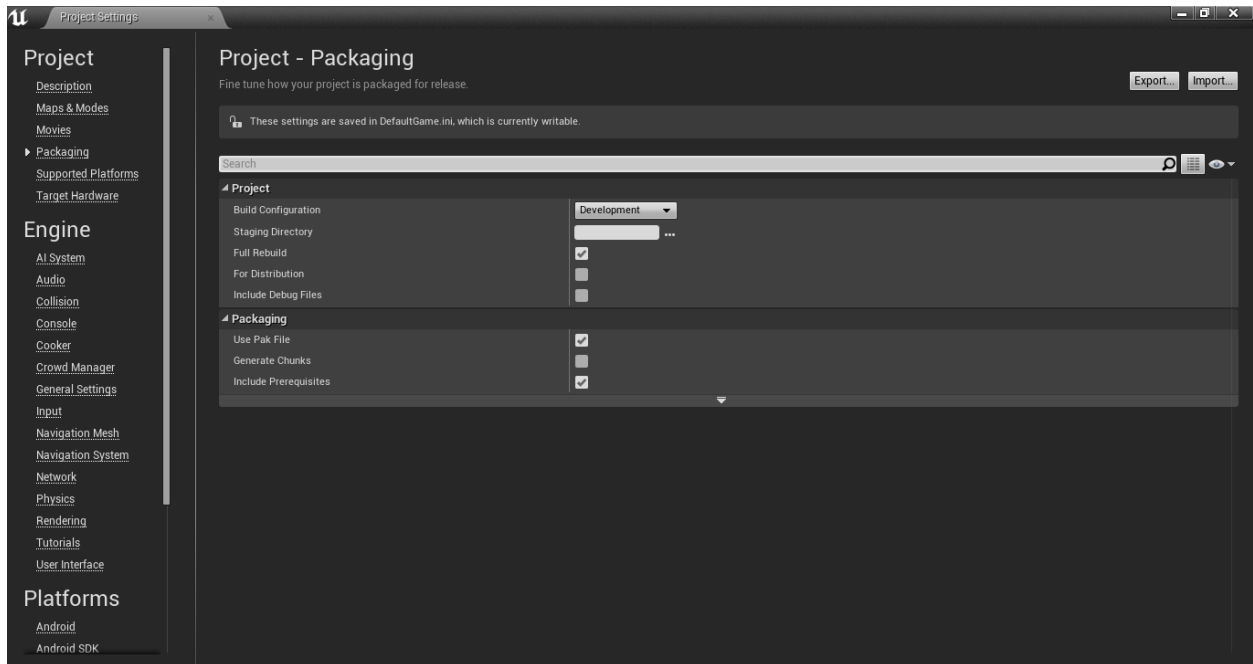
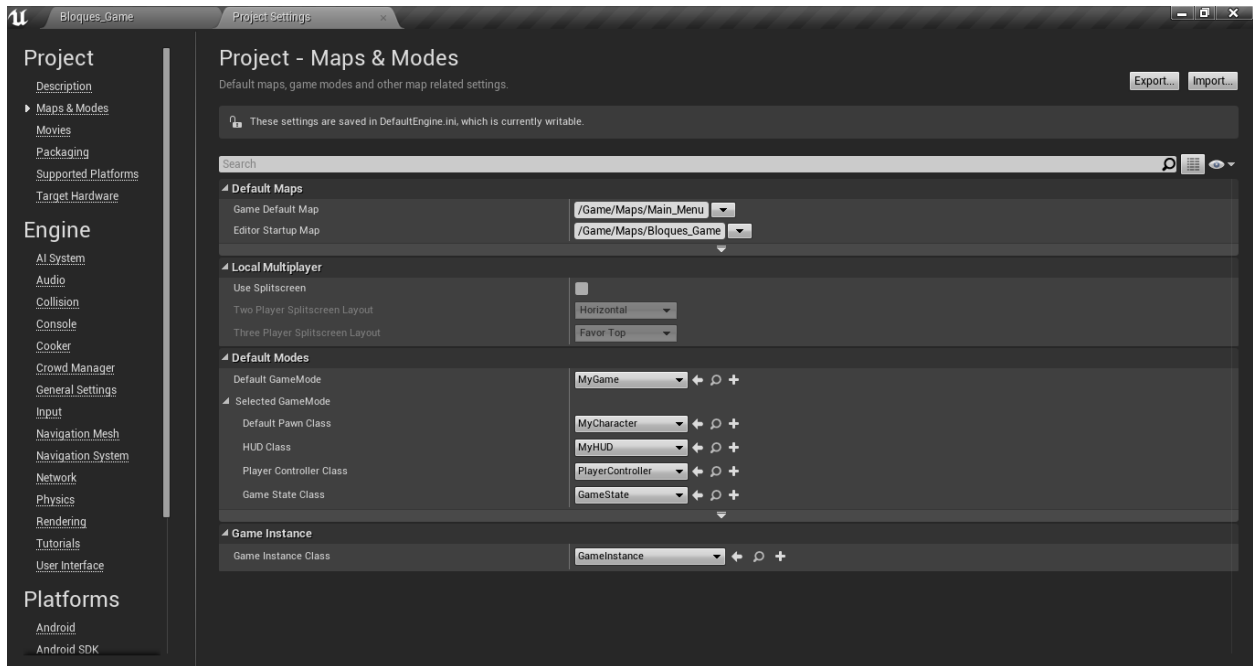
01.01.010_U1030481_08.01.41119_F

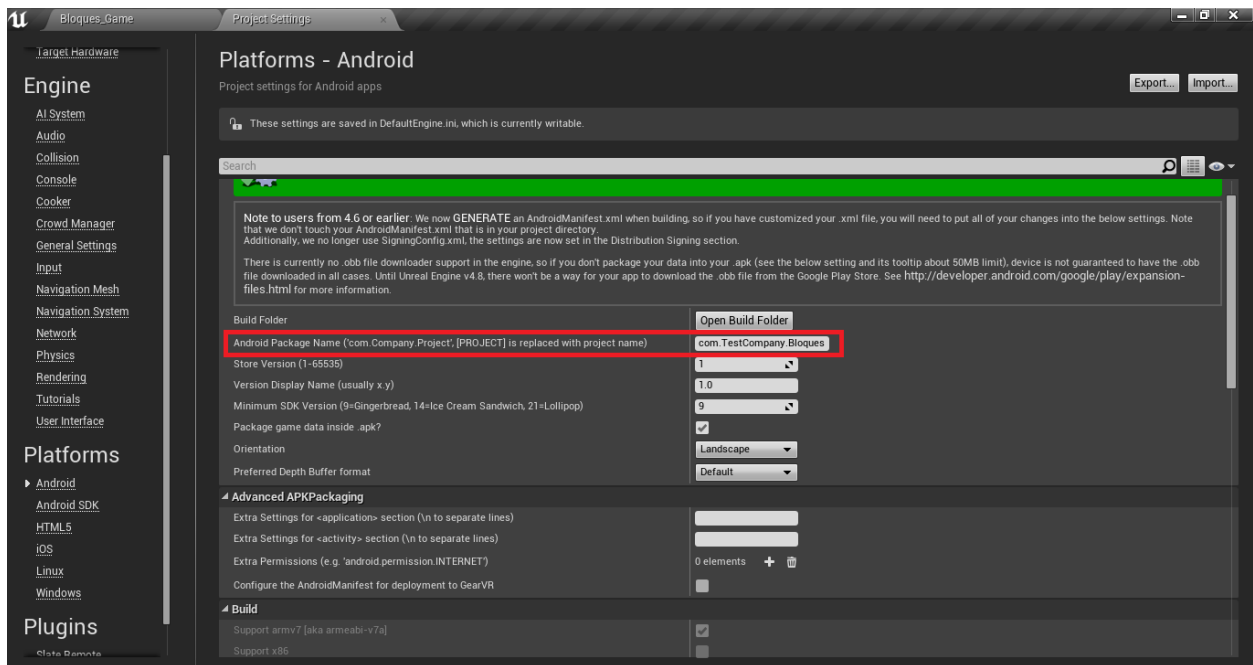
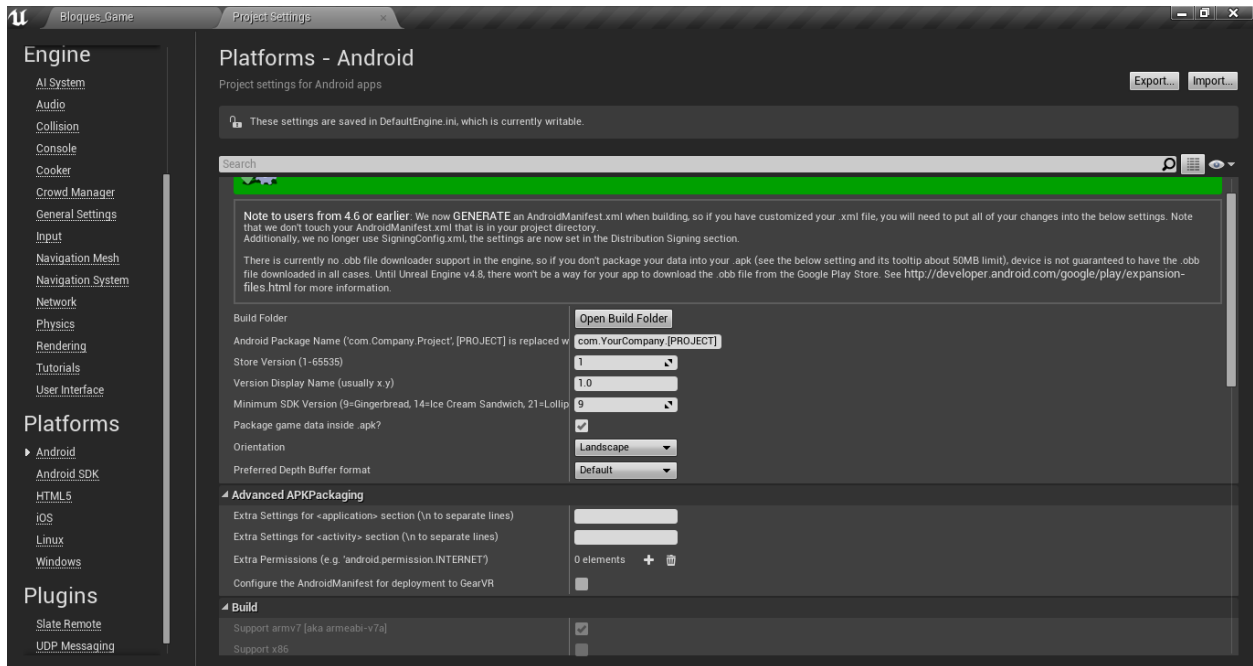
Build number

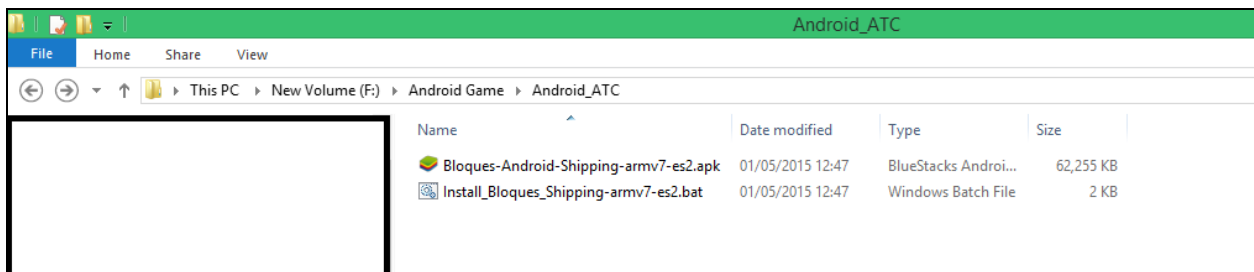
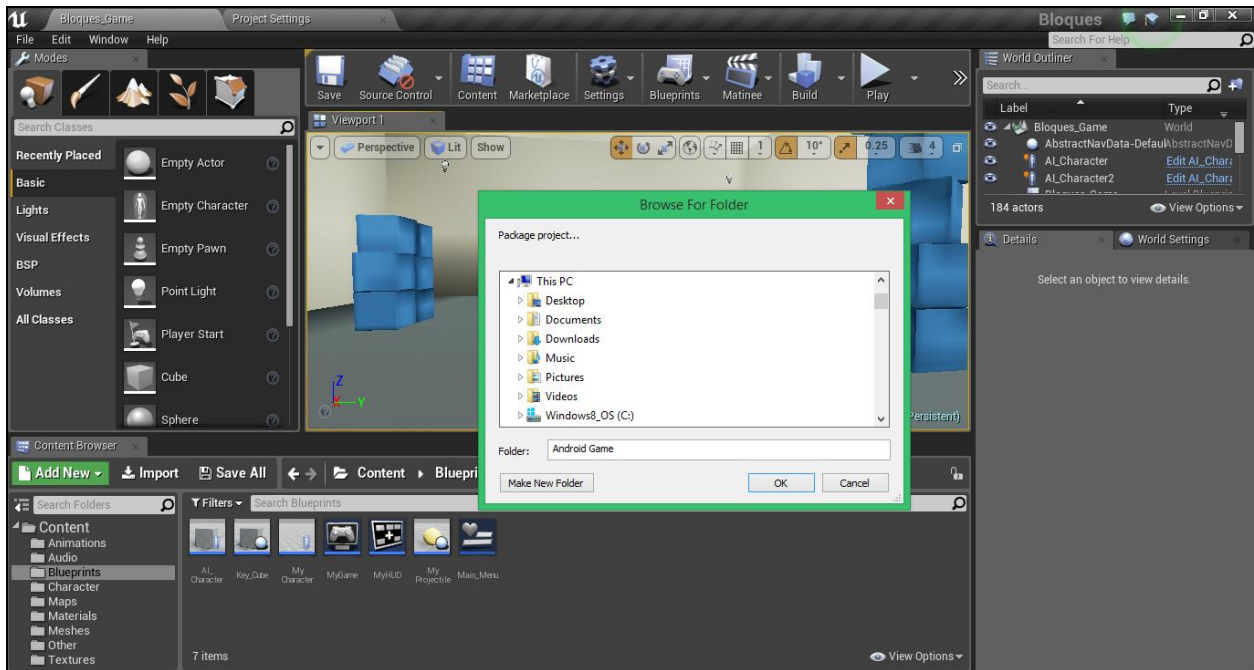
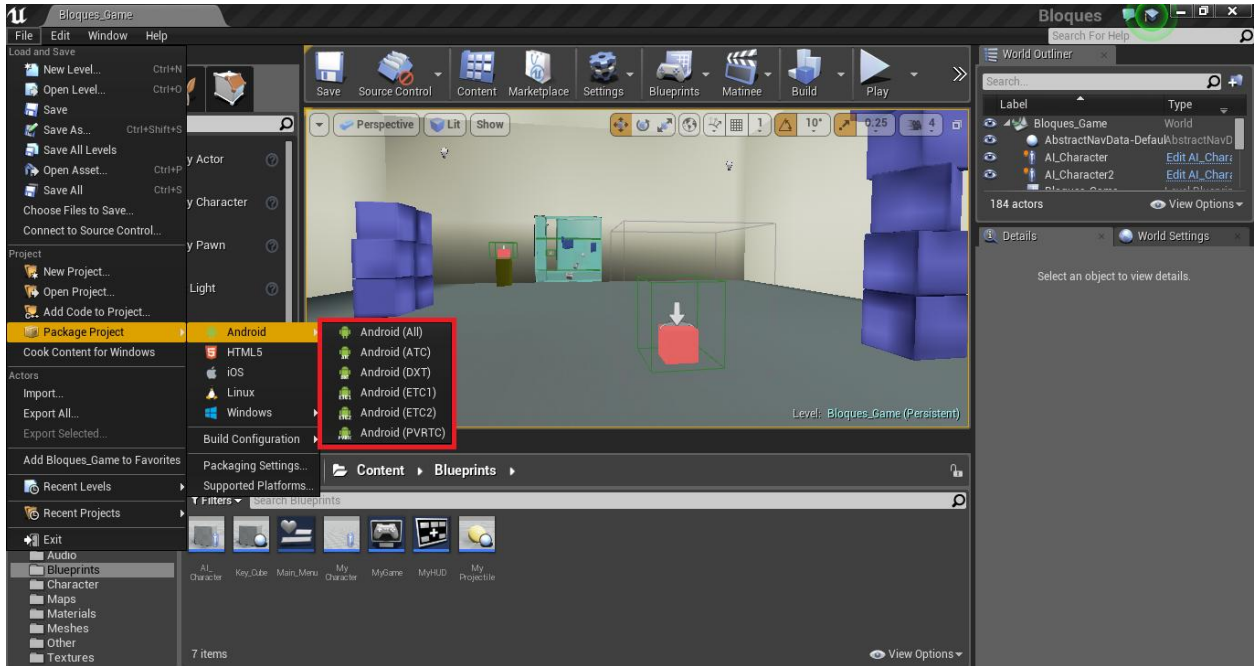
1.22.720.1 CL429556 release-keys

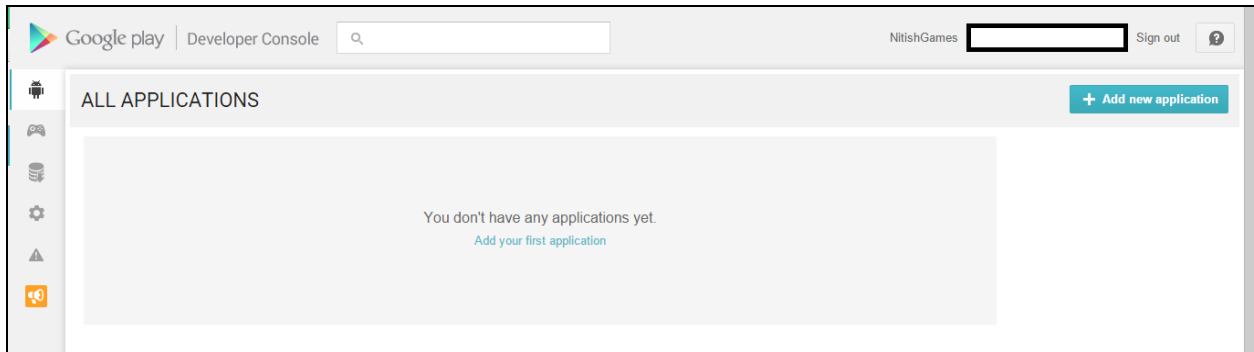
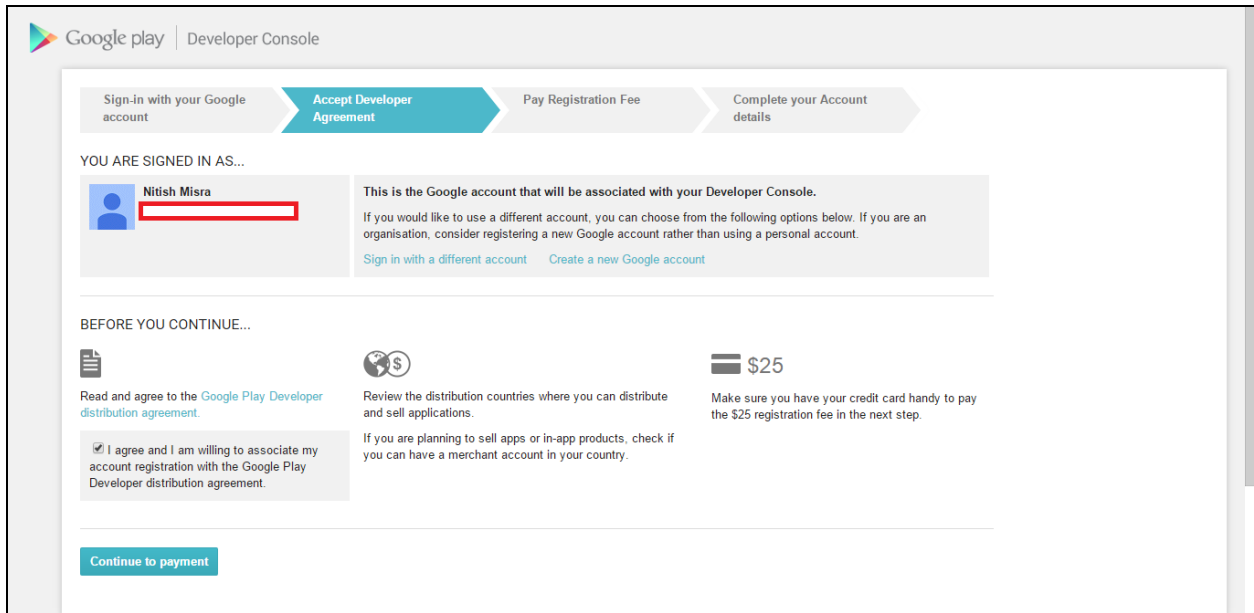
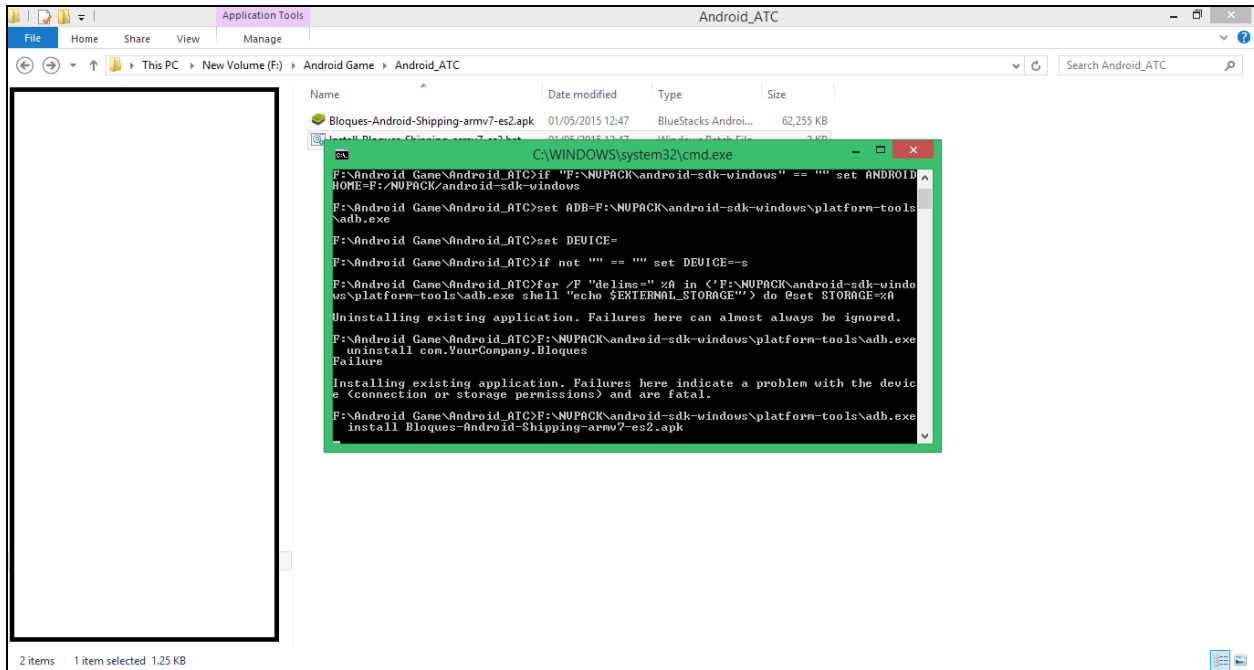












Google play | Developer Console NitishGames Sign out

ALL APPLICATIONS + Add new application

Filter Page 1 of 1

APP NAME	PRICE	CURRENT/TOTAL INSTALLS	AVG. RATING/ TOTAL NO.	CRASHES & ANRS	LAST UPDATE	STATUS
Bloques	—	—	—	—	—	Draft

Page 1 of 1

Google play | Developer Console NitishGames Sign out

Bloques Why can't I publish?

DRAFT [Delete app](#) [Save draft](#) [Publish app](#)

APK

Store Listing

Content Rating

Pricing & Distribution

In-app Products

Services & APIs

Optimisation Tips 1

PRODUCTION

Publish your app on Google Play

BETA TESTING

Set up Beta testing for your app

ALPHA TESTING

Set up Alpha testing for your app

NEW Licence keys are now managed for each application individually. If your application uses licensing services (e.g. if your app is a paid app, or if it uses in-app billing or APK expansion files), get your new licence key on the [Services & APIs](#) page.

[Upload your first APK to Production](#)

Do you need a licence key for your application?

[Get licence key](#)

- APK
- Store Listing**
- Content Rating
- Pricing & Distribution
- In-app Products
- Services & APIs
- Optimisation Tips 1

STORE LISTING

Fields marked with * need to be filled before publishing

PRODUCT DETAILS

English (United States) – en-US
Manage translations ▼

Title*

English (United States) – en-US

Bloques
7 of 30 characters

Short description*

English (United States) – en-US

0 of 80 characters

Full description*

English (United States) – en-US

0 of 4000 characters
Please have a look at these [tips on how to create policy compliant app descriptions](#) to avoid some common reasons for app suspension.

Google play | Developer Console

NitishGames Sign out

- APK
- Store Listing
- Content Rating**
- Pricing & Distribution
- In-app Products
- Services & APIs
- Optimisation Tips 1

Bloques

DRAFT Delete app

Why can't I publish?

Save draft
Publish app

CONTENT RATING

The Google Play content rating system for apps and games is designed to deliver reputable, locally relevant ratings to users around the world. The rating system includes official ratings from the International Age Rating Coalition (IARC) and its participating bodies.

Developer responsibilities:

- Complete the content rating questionnaire for each new app submitted to Developer Console, for all existing apps that are active on Google Play and for all app updates where there has been a change to app content or features that would affect the responses to the questionnaire.
- Provide accurate responses to the content rating questionnaire. Misrepresentation of your app's content may result in removal or suspension.

Your rating will be used to:

- Inform consumers about the age appropriateness of your app.
- Block or filter your content in certain territories or to specific users where legally required.
- Evaluate your app's eligibility for special developer programs.

The content rating questionnaire and the new Content Ratings Guidelines are a condition of your participation in the Google Play store under the Developer Distribution Agreement. [Learn more](#)

Continue

You must upload an APK before taking the content rating questionnaire.

Google play | Developer Console NitishGames Sign out

Bloques

DRAFT Delete app [Why can't I publish?](#) [Save draft](#) [Publish app](#)

- APK
- Store Listing
- Content Rating
- Pricing & Distribution**
- In-app Products
- Services & APIs
- Optimisation Tips 1

PRICING & DISTRIBUTION

This application is Paid Free

To publish paid applications, you need to set up a merchant account. [Set up a merchant account now](#) or [Learn more](#)

DISTRIBUTE IN THESE COUNTRIES

You have not selected any countries

- SELECT ALL COUNTRIES
- Albania
- Algeria
- Angola
- Antigua and Barbuda

Google play | Developer Console NitishGames Sign out

Bloques

DRAFT Delete app [Why can't I publish?](#) [Submit update](#) [Publish app](#)

- APK
- Store Listing
- Content Rating
- Pricing & Distribution
- In-app Products**
- Services & APIs
- Optimisation Tips 1

IN-APP PRODUCTS

[Learn more about in-app billing and in-app products.](#)

Your app doesn't have any in-app products yet.

To add in-app products, you need to add the BILLING permission to your APK.
[Upload a new APK](#)

To add in-app products, you need to set up a Google Wallet merchant account.
[Set up a merchant account](#)

Google play | Developer Console NitishGames Sign out

Bloques

DRAFT Delete app Why can't I publish? Submit update Publish app

- APK
- Store Listing
- Content Rating
- Pricing & Distribution
- In-app Products
- Services & APIs**
- Optimisation Tips 1

SERVICES & APIS

GOOGLE CLOUD MESSAGING (GCM)

Google Cloud Messaging (GCM) is a service that helps you to send data from your servers to your applications. [Learn more](#)

To access the GCM stats for your application, you need to link a GCM sender ID that you use for this application by providing your GCM API key.

Once your app is published, you can access the GCM statistics for your application from the statistics page.

[Link a sender ID](#)

LICENSING & IN-APP BILLING

Licensing allows you to prevent unauthorised distribution of your app. It can also be used to verify in-app billing purchases. [Learn more about licensing.](#)

YOUR LICENCE KEY FOR THIS APPLICATION

Base64-encoded RSA public key to include in your binary. Please remove any spaces.

```
MIIBIjANBgkqhkiG9w0BAQEFAAOCAQ8AMIIBCgKCAQEAJBrnw1gvpXFywORIKf13F4pWnpAcfnw+1FlkerdOTegWJksAdMouBIk1Bg/dLGkwP6wAWRJOGd29j3h1zUOy1Mvp98PFkn4ygbfu5peub/Oz3LnkxkBCZn6ZC9dxOe8NvS0aKEP2P8wK3i7E3q6ZDeDuRqFkjgAKvs+7ZAM1Qq6X+zNY261085X1aJLSY452M0Qm/I
```

Google play | Developer Console NitishGames Sign out

GAME SERVICES

[+ Add new game](#)

NAME	PLATFORMS	ACHIEVEMENTS	LEADERBOARDS	PLAYERS	STATUS
Bloques	...	—	—	—	Draft

Google play | Developer Console NitishGames Sign out

Bloques

1056830306856 Draft

- Quests
- Game details**
- Linked apps
- Events
- Achievements
- Leaderboards
- Testing
- Publishing

GAME DETAILS

Saved Add translations

English (United States) – en-US

Fields marked with * need to be filled for saving. All fields need to be filled for publishing.

Display name *
English (United States) – en-US 7 of 30 characters

Description
English (United States) – en-US

0 of 4000 characters

Category

Saved Games ON OFF

Google play | Developer Console NitishGames [redacted] Sign out

Bloques
1056830306856 Draft

Quests
Game details
Linked apps
Events
Achievements
Leaderboards
Testing
Publishing

LINKED APPS

You need to link all applications that you want to use with Google Play game services and generate an OAuth2 key for each app to include in your binary. At least one app needs to be linked before the Google Play games services can be tested or published. [Learn more](#)

Android iOS Web

...

Other platform

Google play | Developer Console NitishGames [redacted] Sign out

Bloques
1056830306856 Draft

Quests
Game details
Linked apps
Events
Achievements
Leaderboards
Testing
Publishing

EVENTS

Events are a fun way to track game progress of your users as they are going through the game. It can be used to drive user quests, such as killing the number of zombies in a game. Events can be added on a regular basis to track users' engagement.

Learn all about implementing events in the [developer documentation](#).

[Add event](#) OR [Continue to next step](#)

Google play | Developer Console NitishGames [redacted] Sign out

Bloques
1056830306856 Draft

Quests
Game details
Linked apps
Events
Achievements
Leaderboards
Testing
Publishing

ACHIEVEMENTS

Achievements are a fun way to encourage users to explore the game thoroughly and develop their mastery of it. They can be used to represent a user's accomplishments, such as beating a number of opponents or finishing a set of levels, or can represent a capability in the game that was not initially available. Achievements can be added on a regular basis to keep the game fresh and maintain users' engagement.

Learn all about implementing achievements in the [developer documentation](#).

You need to **add at least 5 achievements** before you can publish your game.

[Add achievement](#) OR [Continue to next step](#)

Google play | Developer Console NitishGames Sign out

Bloques
1056830306856 Draft

- Quests
- Game details
- Linked apps
- Events
- Achievements
- Leaderboards**
- Testing
- Publishing

LEADERBOARDS

Leaderboards allow users to compare their scores in your game. Comparing against other players in their circles provides motivation for players to keep playing and do better.

Learn all about implementing leaderboards in the [developer documentation](#).

[Add leaderboard](#) or [Continue to next step](#)

Google play | Developer Console NitishGames Sign out

Bloques
1056830306856 Draft

- Quests
- Game details
- Linked apps
- Events
- Achievements
- Leaderboards
- Testing**
- Publishing

TESTING GOOGLE PLAY GAME SERVICES [Continue to next step](#)

The Google Play game services settings are not ready to test yet.

WHAT'S MISSING?
[Linked apps](#)
You need to provide one or more linked apps

TESTING ACCESS

The following users can test your saved drafts for Google Play game services before they are published.

[Add testers](#)

Bloques
1056830306856 Draft ▾

PUBLISHING YOUR GAME

Your game is not ready to be published.

WHAT'S MISSING?

- [Game Details](#)
You need to provide the description of your game service
You need to provide a high-resolution icon
You need to provide a feature graphic
- [Linked apps](#)
You need to provide one or more linked apps
- [Achievements](#)
You need 5 or more achievements to publish your game.

DELETING YOUR GAME

You can delete the Google Play game services settings until you publish them for the first time. Deleting cannot be undone.

[Delete your game](#)

Google play | Developer Console NitishGames Sign out

REPORTS

- Crashes & ANRs**
- Reviews
- Statistics
- Financial reports

CRASHES & ANRS

Select an application

Google play | Developer Console NitishGames Sign out

SETTINGS

- Account details**
- User accounts & rights
- Activity log
- Email preferences
- API access
- AdWords accounts

ACCOUNT DETAILS [Save](#)

DEVELOPER PROFILE Fields marked with * need to be filled before saving.

Developer name *
11 of 50 characters
The developer name will appear to users under the name of your application.

Physical address
0 of 1000 characters, 1 of 8 lines
Please provide a current, valid postal address where you may be contacted. If you offer apps or in-app items for sale, you are required to provide a postal address under our [developer terms](#) and consumer protection laws; failure to do so may result in the suspension of your account and/or sales of your apps. Please ensure that you keep these details up to date if they change. By providing your email or postal address information, you confirm that you consent to Google publicly displaying or disclosing that information in connection with your apps.

Email address *

Website

Google play | Developer Console NitishGames Sign out

ALERTS

CURRENT ALERTS

Looks like everything is going well
You don't have any recent alerts

You can now receive your alerts by email as soon as a problem occurs.
Manage your [email preferences](#) for alerts.

Bloques 1056830306856 Draft

- Quests
- Game details**
- Linked apps
- Events
- Achievements
- Leaderboards
- Testing
- Publishing

GAME DETAILS Save

English (United States) - en-US Add translations

Fields marked with * need to be filled for saving. All fields need to be filled for publishing.

Display name *
English (United States) - en-US 7 of 30 characters

Description
275 of 4000 characters

Category

Saved Games ON OFF

GRAPHIC ASSETS

Please add all the graphic assets described below or [use graphic assets from one of your Android apps.](#)

Game details

Game details

Linked apps

Events

Achievements

Leaderboards


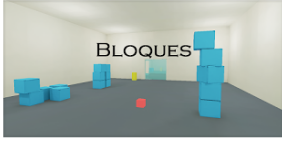
Testing

Publishing

Please add all the graphic assets described below or [use graphic assets from one of your Android apps.](#)

High-res icon
512 x 512
32-bit PNG (with alpha)

Feature graphic
1024 w x 500 h
JPG or 24-bit PNG (no alpha)

API CONSOLE PROJECT

This game is linked to the API console project called 'Bloques'

The following APIs need to be turned on in the API console project for Games services to work:

- APIs required for basic Games Services to work**
Google+ API, Google Play Game Services and Google Play Game Management

USEFUL ANDROID RESOURCES

Android Developers
Android Design
Android.com

USEFUL TOOLS

Google Wallet Merchant Center
Google Analytics
AdMob

NEED HELP?

Help centre
Contact support

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Google play | Developer Console

NitishGames

Sign out

Bloques
1056830306856

Unpublished

Player analytics

Overview

Revenue details

Demographics

Feature analytics

Overview

Engagement details

Quests

Game details

Linked apps

Events

Achievements

Leaderboards

ACHIEVEMENTS [Add new achievement](#)

#	NAME	ID	POINTS	UNLOCKED % TOTAL # / TIME	STATUS
1	1st First Time	CgkIqPT6_AeEAIQAQ	5	—	Unpublished
2	2nd Getting the Hang of it	CgkIqPT6_AeEAIQAq	10	—	Unpublished
3	3rd Puppet Master	CgkIqPT6_AeEAIQAw	20	—	Unpublished
4	4th Puzzle Master	CgkIqPT6_AeEAIQBA	30	—	Unpublished
5	5th Addicted	CgkIqPT6_AeEAIQBQ	50	—	Unpublished

[Get resources](#) Total points: 115

Learn all about implementing achievements in the [developer documentation](#).

Bloques_Game

Project Settings

Project - Packaging

Fine tune how your project is packaged for release.

Export... Import...

These settings are saved in DefaultGame.ini, which is currently writable.

Search

Project

Build Configuration Shipping

Staging Directory C:/Users/Nitish/Desktop/Android Game ...

Full Rebuild

For Distribution

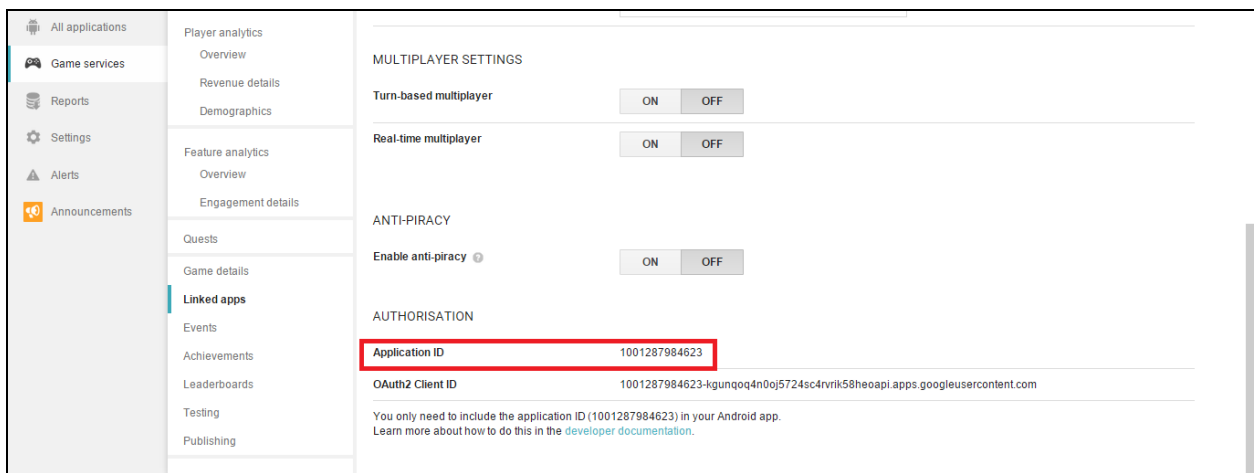
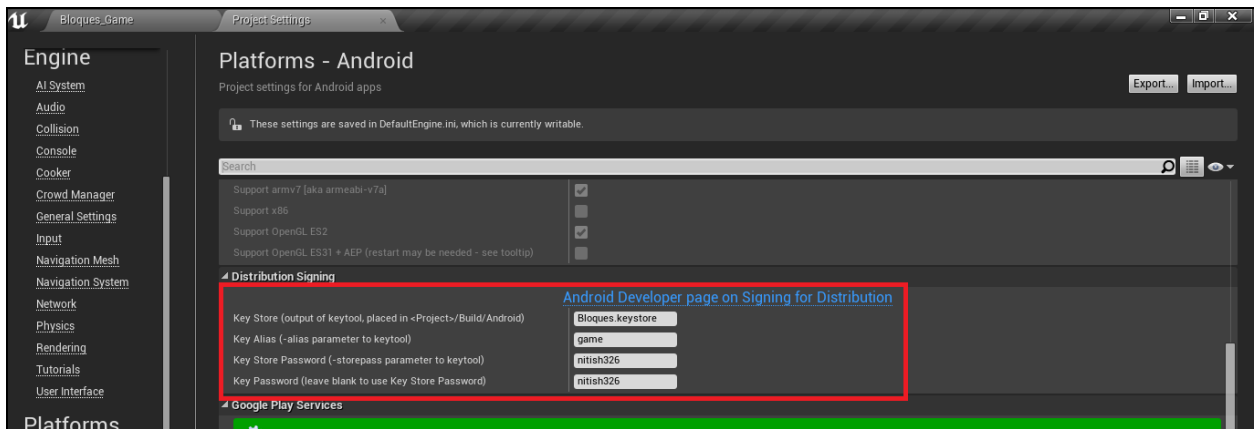
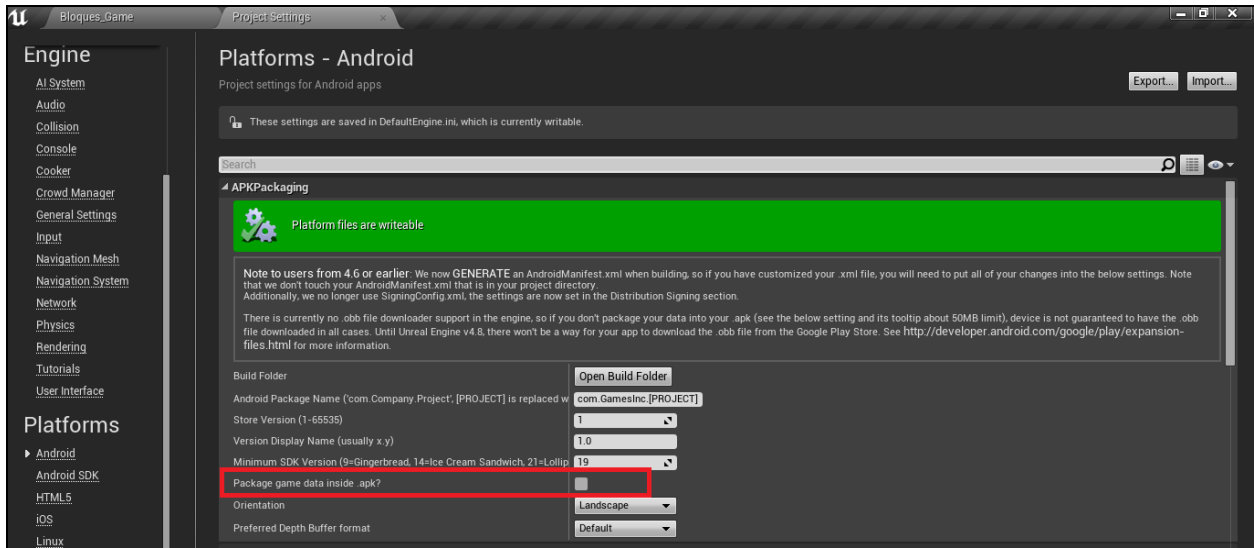
Include Debug Files

Packaging

Use Pak File

Generate Chunks

Include Prerequisites



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you use for this application by providing your GCM API key.

Once your app is published, you can access the GCM statistics for your application from the statistics page.

[Link a sender ID](#)

LICENSING & IN-APP BILLING

Licensing allows you to prevent unauthorised distribution of your app. It can also be used to verify in-app billing purchases. [Learn more about licensing.](#)

YOUR LICENCE KEY FOR THIS APPLICATION

Base64-encoded RSA public key to include in your binary. Please remove any spaces.

```

MIIBIjANBgkqhkiG9w0BAQEFAAOCAQ8AMIIBCgKCAQEAl1TV6odUrR+Ran3W6pHUWeeocL24Uqv9j97LX2kqFwFDck/pj179kt+XG0earNQ2wcFwK137IISywe9NDY
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hgzCfmrQIDAQAB
  
```

GOOGLE PLAY GAME SERVICES

This app is using Google Play game services. You can configure Google Play game services for this app in the [Game services](#) section of this site.

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ACHIEVEMENTS [Add new achievement](#)

#	NAME	ID	POINTS	UNLOCKED % TOTAL # / TIME	STATUS
1	First Time	CgkI78uoi5IdEAIQAA	5	—	✓ Published
2	Getting the Hang of it	CgkI78uoi5IdEAIQAQ	10	—	✓ Published
3	Puppet Master	CgkI78uoi5IdEAIQAQ	20	—	✓ Published
4	Puzzle Master	CgkI78uoi5IdEAIQAw	25	—	✓ Published
5	Addicted	CgkI78uoi5IdEAIQBA	30	—	✓ Published

[Get resources](#) Total points: 90

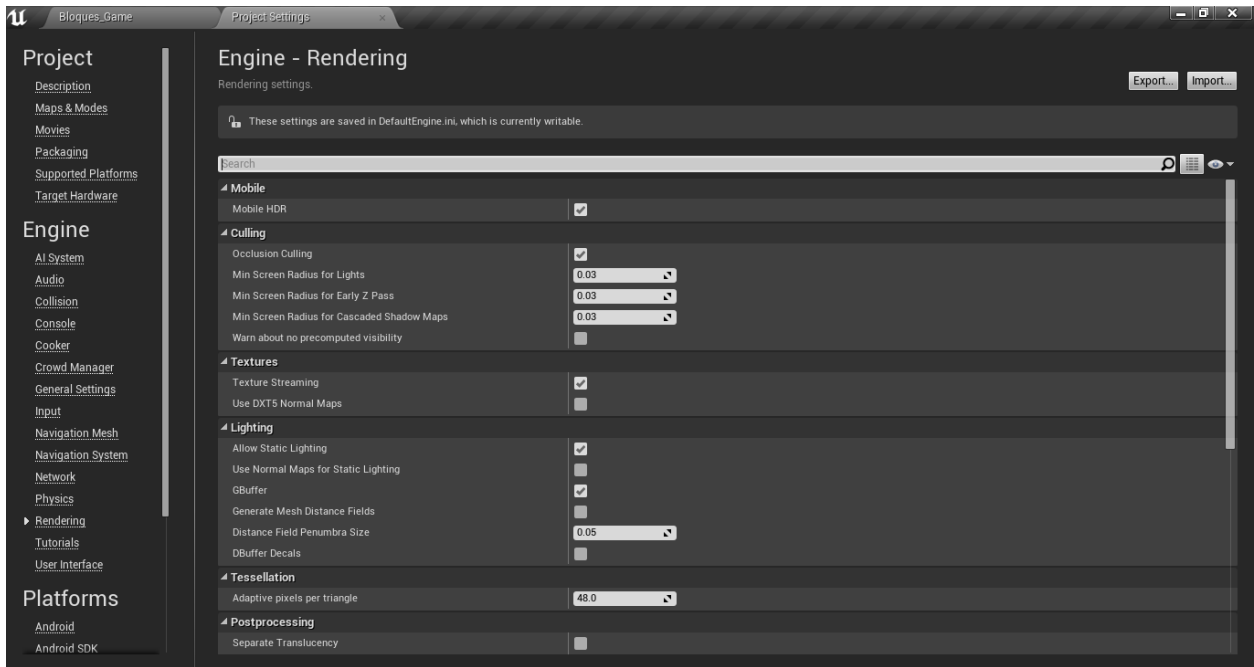
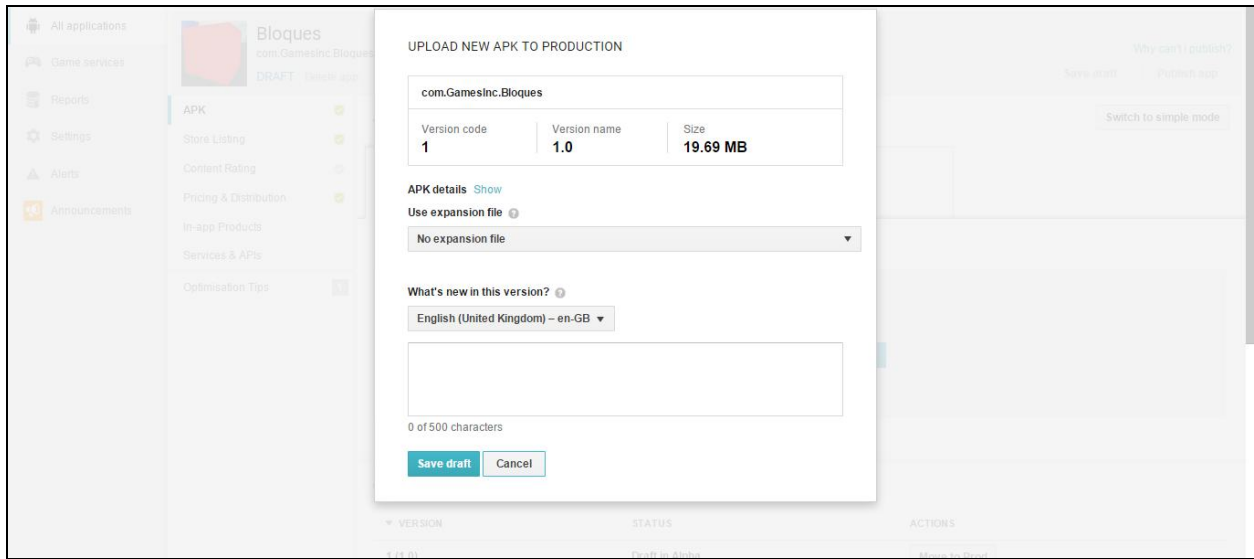
[Learn all about implementing achievements in the developer documentation.](#)

Android_ATC

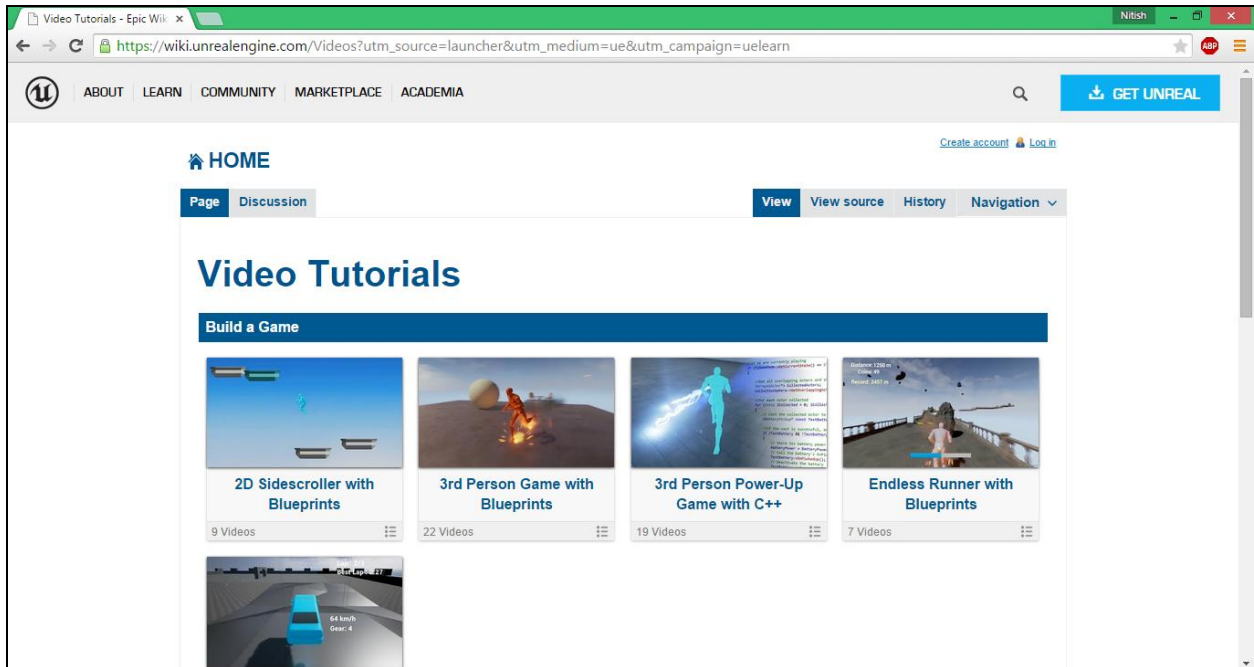
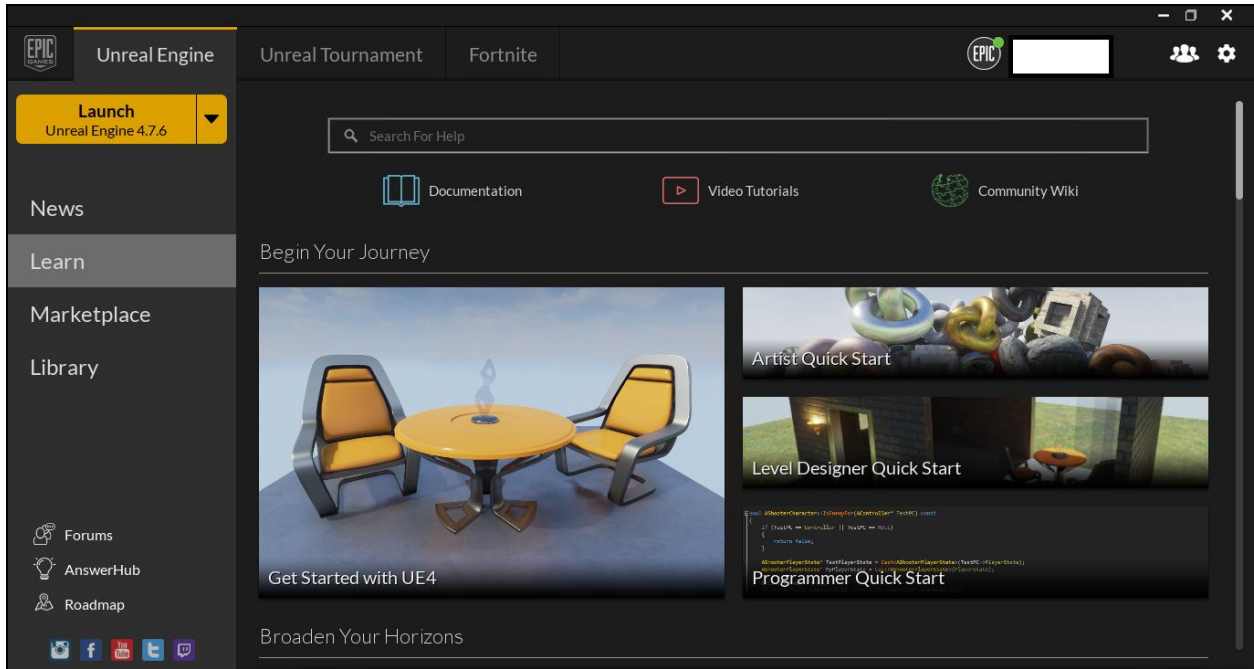
File | Home | Share | View

Android Game > Android_ATC

Name	Date modified	Type	Size
Bloques-Android-Shipping-armv7-es2.apk	30/05/2015 17:44	BlueStacks Androi...	20,166 KB
Install_Bloques_Shipping-armv7-es2.bat	30/05/2015 17:44	Windows Batch File	2 KB
main.00001.com.Gamesinc.Bloques.obb	30/05/2015 17:42	OBB File	41,422 KB



Appendix



Unreal Engine | Unreal En... x Nitish

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 - Unreal Editor Quick Start Guide
 - Unreal Engine for Unity Developers
 - Terminology
- Unreal Editor Manual
- Engine Features
- Gameplay Guide
- Blueprint Visual Scripting
- C++ Programming Guide
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- Samples & Tutorials
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Overview of using the Blueprint visual scripting system for gameplay.
- Platform Development**
Information over developing for platforms other than PC.
- Samples & Tutorials**
Links to various example scenes, sample games, and tutorials.

Epic Wiki x Nitish

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Unreal Engine Community Wiki

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Search the learning resources...

Quick Search Terms: Quick Start How-To Actor Component Blueprint Materials Lighting Camera HUD Slate C++ iOS Android

We wanted you - the Unreal Engine developer community - to have a place to post tutorials as well as share your plugins, project templates, code snippets, and more. This wiki is just an early version of what we have planned. It's a little rough around the edges at the moment, but we'll put some polish on it.

In the meantime, we want you to fill it with the amazing content you create. Our community has always been known for its helpfulness and we have no doubt you will prove that once again!

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Engine Feature Samples

Content Examples

This museum-style project has a collection of maps with stands that demonstrate specific features!

Contains

Water Planes

This collection of watery surfaces provides examples of different water shaders and Blueprints to configure them.

Contains

Features Tour 2014

Epic's GDC2014 Demo! This project walks you through Unreal Engine features like the new material system and Blueprints.

Contains

Matinee

The Matinee example shows how to create highly stylized cinematic sequences using Unreal Engine 4's Matinee Editor.

Landscape Mountains

Explore high-end landscapes in UE4 with this picturesque mountain valley scene!

Sun Temple

Check out this example environment designed to showcase pretty mobile features!

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Gameplay Concept Examples

SillyGeo

This twin-stick shooter game example will teach you about cameras, enemies, damage, and more!

Contains

Multiplayer Shootout

This tutorial project demonstrates how to incorporate network play into your game entirely through Blueprints and UMG.

Contains

Unreal Stick Figure 2D

This 2D platformer project offers an in-depth look at handling complex animation switching within Blueprint, all built with Paper2D.

Contains

Turn Based Strategy

Check out this project designed as a foundation for square tile, turn-based strategy games in Blueprints!

Blueprint Splines Track

See the power of Blueprint Splines with this track generator, seen on the live training stream!

Inventory UI with UMG

Wes Bunn's Inventory tutorial project will show you how to use UMG to push your UI to the next level!

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Example Game Projects

Platformer Game
Learn how to build fun platform-style experiences using this sample game.

Contains

Couch Knights
Have fun with Epic's competitive multiplayer game designed for Oculus DK2.

Contains

BlackJack
Built with Blueprints, this BlackJack card game is lightweight and optimized for mobile.

Contains

Memory Game
Built with Blueprints, this card-matching memory game is optimized for mobile devices!

Contains

Swing Ninja
Built in Blueprint by one artist, this game utilizes swinging mechanics and a simple 2D style.

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Vehicle Game
Tap into UE4's full vehicle support! Kick the tires with this sample game.

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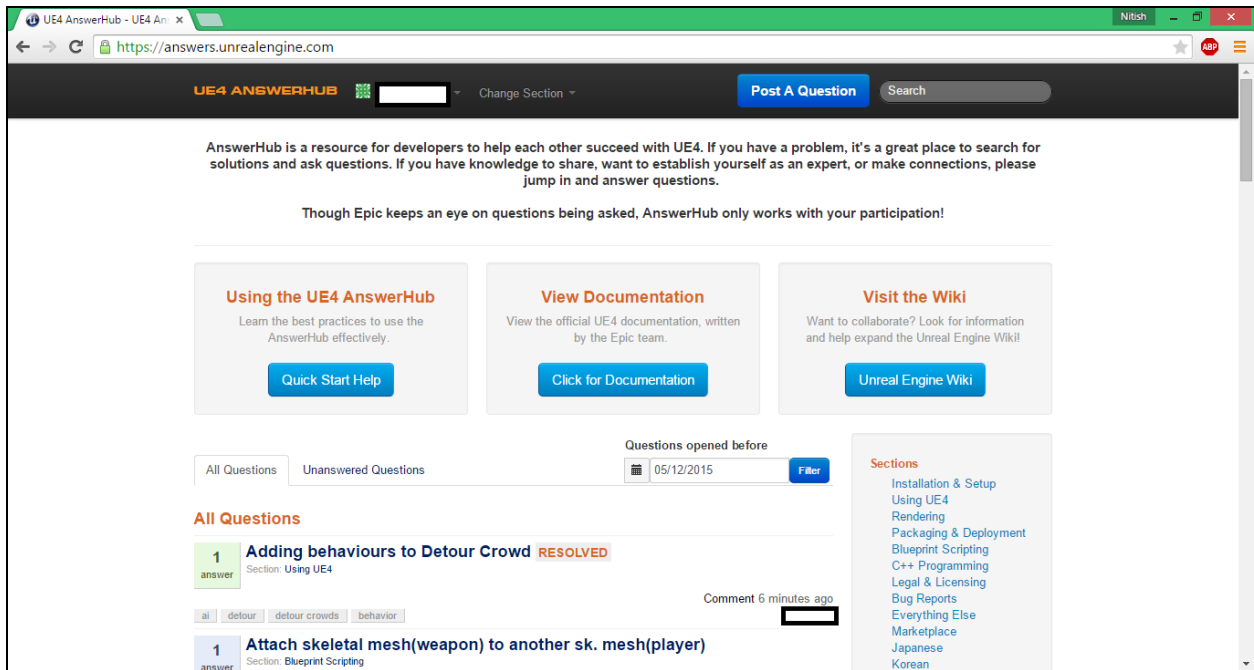
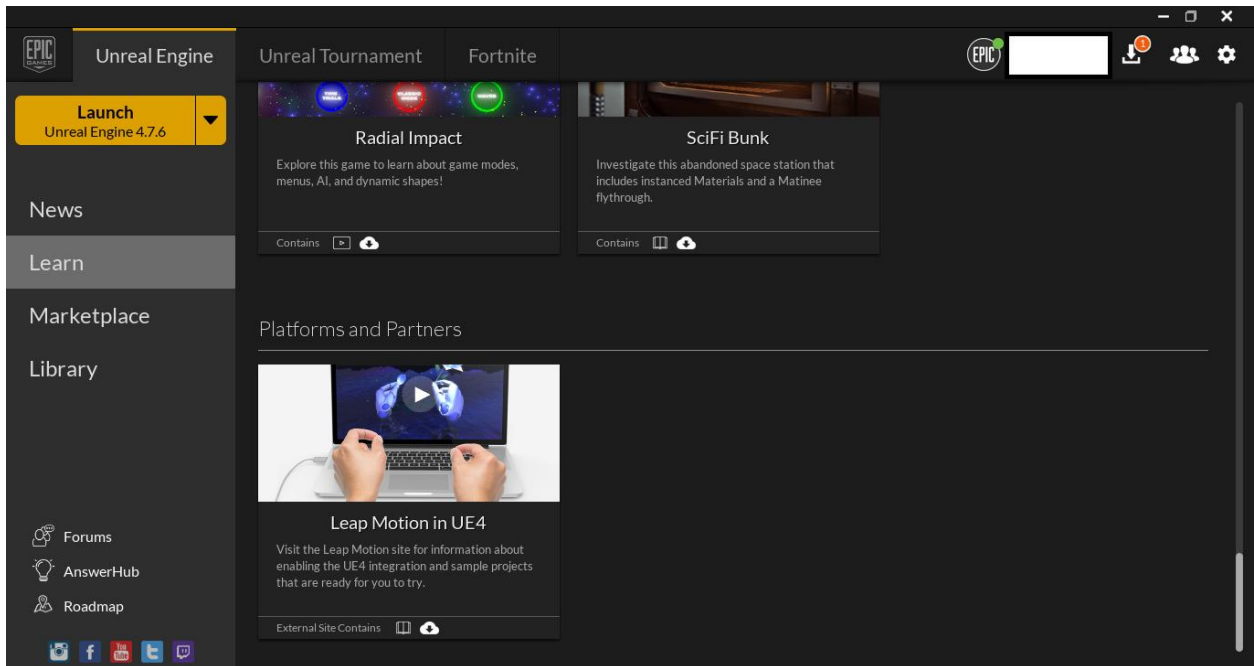
Community Contributions

Radial Impact
Explore this game to learn about game modes, menus, AI, and dynamic shapes!

Contains

SciFi Bunk
Investigate this abandoned space station that includes Instanced Materials and a Matinee flythrough.

Contains



Ask a question - UE4 Ans: x

https://answers.unrealengine.com/questions/ask.html

UE4 ANSWERHUB Change Section

Ask a question

Please verify which section you wish to post in

Your Question: Enter your question here. Be specific.

Which section do you wish to post in:

B / I | | | | | | |

[hide preview]

Tags: Tags are short keywords, separated by commas. At least 1 and up to 5 tags can be used.

Suggested Tags: Click the tags below to add them to your question.

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Announcements and Releases Official Unreal Engine news and release information from Epic Games.	Threads: 171 Posts: 5,928	[PREVIEW] Unreal Engine 4.8 Preview by stanilsavushakov 05-12-2015, 10:09 AM
Marketplace All Things Related to the Unreal Engine Marketplace. Discuss Marketplace Offerings, Request New Content, Promote Your Work.	Threads: 569 Posts: 8,579	[SUBMITTED] [COMING SOON] UMG Minimap [...] by Wanderer_eternal 05-12-2015, 10:08 AM
Events Trade Shows, Livestreams, Dev Tours, Workshops, and Other Official Unreal Engine Events.	Threads: 114 Posts: 3,792	[USER GROUP] LOS ANGELES: Developer's... by arbywyaqs 05-11-2015, 08:56 PM
Feedback for Epic Tell us how to improve Unreal Engine 4! Sub-Forums: Documentation Feedback	Threads: 2,827 Posts: 17,488	No help in Forum and Answerhub by GreVo 05-12-2015, 08:32 AM

Development Discussion	Threads / Posts	Last Post
Content Creation Talk about Level Design, Static Meshes, Physics, and more.	Threads: 4,714 Posts: 26,315	How to import model into UE4... by alonzby 05-12-2015, 10:54 AM
Animation Animation discussion, including Animation Blueprint, Persona, Skeletal Meshes, and more.	Threads: 720 Posts: 4,102	Importing baked animations by mcsolar 05-12-2015, 08:48 AM
Rendering For discussions about Materials, Textures, Lighting, Particle Systems, and Post Process Effects.	Threads: 2,630 Posts: 13,470	The Custom Depth Mask... by aaronjones 05-12-2015, 09:33 AM
Blueprint Visual Scripting Build powerful visual scripts without code.	Threads: 5,938 Posts: 31,799	UMG Animate ZOrder? by Fen 05-12-2015, 11:06 AM