



C++ Programming for Game Development

Introduction

In this module, you'll learn about the selection control structure. Selection is really useful because it lets us decide which code we want to execute based on some condition.

Unreal Input

In this module, you'll learn how to process mouse, keyboard, and gamepad input in Unreal. This is hugely important, because doing this lets the player actually interact with the game!

Iteration

In this module, you'll learn about the iteration control structure. The iteration control structure (which some people call looping) lets us repeatedly execute code a certain number of times or until some condition is false. You'll see why this is really useful as you work your way through the module materials.

Arrays and Containers

In this module, you'll learn about C# arrays and containers and the Unreal container we'll regularly use in our Unreal games. Arrays and containers let us store multiple values in a single variable, which is very helpful in our games.