

Mission Component Implementation

Video of Implementation

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Mission Component v4 is now its own complete project and not one to Add to Project. Here are the steps to add them to your project

Create the Mission Component Project.

1. Open the Project. Right-Click the Mission Component folder, click Migrate. Add it to YOUR Projects Content folder
2. Open your Project.
3. Click on Edit> Project Settings> Maps & Modes. Click on Game Instance, select BP_GameInstance.
4. Click on World Settings, Change the Game Mode to BP_GameMode.
5. Click on Default Pawn Class, select YOUR player class.
6. Click on Mission Component> Blueprints> Manager. Drag the BP_TargetsManager out on to the level.

Here if you click play you will see the compass at the top of the screen. You MUST have the Mission Manager in each level you will receive errors.

This is the basics of adding the Mission Component to the project.

Create a Mission:

7. Click on Mission Component> Blueprints> Example Missions. Right-Click, select Miselenaious> DataTable. Click None and search for Struct_MissionMaster, there are 2 of them, click the first one to create the DataTable. Choose a name for the Datatable.
8. Open the DataTable you created, then, click the + to add a mission. Remember the Row Name for the Mission Component later.

Mission Category: Select the Mission type here. Add Title Description and Suggested Level

Mission Info: Click here to enter the mission details

Sequences: Click + here to add a new set of Objectives. Add Title and Description.

Objectives: Click + to add an Objective.

Objective Class: Click to select Objective if it is a Single Objective or Multiple Objectives (i.e. Collect or Kill)

Specific Objective Type: Select your Objective Type here (i.e. Kill, Collect, Interact, Reach and such.)

Special Objectives Info: This is used specifically for Follow quests. (I have not used yet)

Objective Layout: Display on-screen and Title the objective.

Objective Targets: This is where you will assign your Objective Targets. Almost all the options here are the same as the Mission v3.

Unique Name Matters & Unique Name: IMPORTANT, you will need this for your Objectives. If the Objective is Reach, Locate, Interact and such you check the Box and add the Unique Name so that the component can mark them off as Complete.

Target Location: Used to add a Marker to the Compass for visual UI'

Targets Class: Click the dropdown and select the Objectives MASTER CLASS not the individual Objective.

Marker Customization: Customize the Marker for Visuals. Check USE Material Instance and Dynamic Background for the Marker to be added to Compass and Objectives panel.

On Mission Finished:

Widget Layout: Display or hide the Widget.

Restart Options: If you fail the mission you can have it restart at the NPC. Add the NPC location or Marker Location of where the player gets the mission.

Rewards: Input your Rewards for the Missions success. If you reward items, you can use the Reward Class for that Item to be added to the Finished Mission Widget.

Actors to Enable: If you want the mission to activate to another NPC or location or Interactable, you can add the Actor here. Add their Unique Name.

Quests to Enable: Use this if you want to Chain missions together.

Create Mission on Start:

Open the NoNPCMission Datable.

Complete using the above steps for [Create a Mission](#).

Open the BP_PlayerController

Click on MissionComponent on the left.

Under Mission Component on the right, click the Startup Mission dropdown arrow

Select the datatable, change the mission to the one you want to start on play.

Setting Missions for NPCs:

To enable the mission actors for the player you will do this through the Mission Component Blueprints> Components> Mission Component. Details are on the right.

Startup Mission: Handled in the Player Controller.

Directions: Not for use.

Default Actors: Here is where you will add the Mission Actor Details

Status: Enable or Disable the Mission Actor. Useful for Beginning Missions or Mission Chains

Unique Name: Add the Mission Actors Unique Name here. NEEDED.

Nearest Location: Add the Mission Actors Location here.

Data Table to Use: Add the Data Table you created here.

Row Name: Select the Row for the Mission to activate.

Marker Customization: Add a Marker for the Mission Actor to be seen on the screen.

Same setup as the Data Table.

Compile and Save.

Adding Mission Actors to the level.

When adding actors for a Mission, be it the Mission Actor, ReachPoint, Interactable or Collectable,

1. Drag and drop the MASTER Actor to the level. For Collectables, add one Master Actor and use Alt to make multiple.
2. In the Details Panel, add the following information

Mission Actor

Target Type: Tell the Mission Component what type of actor the Master NPC is.

Target Unique Name: Name the actor in the level. This is needed for the Mission Component to read the datatables.

Amount: If a Collectable or Kill mission, put the amount here.

Remaining variables are completed in the Mission Datatables.

Location Actor: Details set in the Mission Datatables.

ReachPiont Actor:

Target Type: Tell the Mission Component what type of actor the Master NPC is.

Unique Name: Name the actor in the level. This is needed for the Mission Component to read the datatables.

Amount: If a Collectable or Kill mission, put the amount here.

Remaining variables are completed in the Mission Datatables.

Location Objective Actor:

Datatable: What Datatable do you want the Location to activate.

Row Name: What Mission in the Datatable do you want the Location to set.

Landmark Master Actor:

Marker Type: Set what Marker you want the Landmark to Activate.

Max Distance to Show: How far away do you want the marker to be displayed.

To disable saving, Click Mission Component> Blueprints> Components> Mission Component> Click Event Graph> Click On Mission Finished> Click On Mission Succeed> then at the end, disconnect Save Game on Component.