

Game End Sequence

The `ScriptedTrigger` Actor discussed earlier is essential for ending our game. Typically we will want to trigger off our end cut-scene matinee sequence and then return the user to a main menu. It may be either an unsuccessful 'game over' screen or perhaps a congratulations screen. It is then your decision whether the player should be returned to the original main menu or only given the option to exit the game.

Within the `ScriptedTrigger` I used the `ACTION_gotoMenu` and then specified the package and class.

The code for my congratulations menu is below. (note I've removed the `InitComponent` function – as this sets up a lot of things which stop the menu working from within the level):

```
class TestModQuitMenu extends UT2K4GUIPage;

var automated   GUIButton    b_Quit;
var automated   UILabel      lb_TestMsg;
var automated   GUIImage     i_PanHuge;

function bool ButtonClick(GUIComponent Sender)
{
    if (Sender == b_Quit)
    {
        PlayerOwner().ConsoleCommand("exit");
    }
    return true;
}

defaultproperties
{
    Begin Object class=UILabel name=lbTestMsg
        WinWidth=1
        WinLeft=0
        WinTop=0
        Caption="Episode 2 due Summer 2008"
        TextColor=(R=255,G=255,B=255)
    End Object

    Begin Object Class=UIButton Name=QuitButton
        FontScale=FNS_Small
        StyleName="TextButton"
        Caption="Congratulations"
        CaptionEffectStyleName="TextButtonEffect"
        CaptionAlign=TXTA_Left
        Hint="Leave the world"
        OnClick=ButtonClick
        WinWidth=0.526767
        WinHeight=0.075000
        WinLeft=0.424711
        WinTop=0.887567
        bFocusOnWatch=true
        TabOrder=8
        bUseCaptionHeight=true
    End Object

    Begin Object Class=GUIImage Name=iPanHuge
        Image=material'2K4Menus.MainMenu.PanHuge'
        ImageStyle=ISTY_Scaled
        ImageRenderStyle=MSTY_Alpha
    End Object
}
```

```
        ImageColor=(R=255,G=255,B=255,A=40)
        WinWidth=1
        WinHeight=0.367969
        WinLeft=0
        WinTop=0.001719
        RenderWeight=0.02
    End Object

    b_Quit=QuitButton
    lb_TestMsg=lbTestMsg;
    i_PanHuge = iPanHuge

    WinWidth=1.0
    WinHeight=1.0
    WinTop=0.0
    WinLeft=0.0

    bRenderWorld=False
}
```

You'll probably want to improve the lookout of your ending menu – at the moment it is just a blank screen with a congratulations logo to click on which causes Unreal to exit. This is a good place to add your credits / references (perhaps on another GUI page).

You may also wish to include a failed the adventure GUI page.

Tips:

I found the following console commands useful during debugging:

Command	Description
SHOWDEBUG	Shows some debug info over the HUD
CAUSEEVENT <event>	Triggers <event>. Handy when testing your triggers.
PLAYERONLY	Pauses all other characters in the scene.