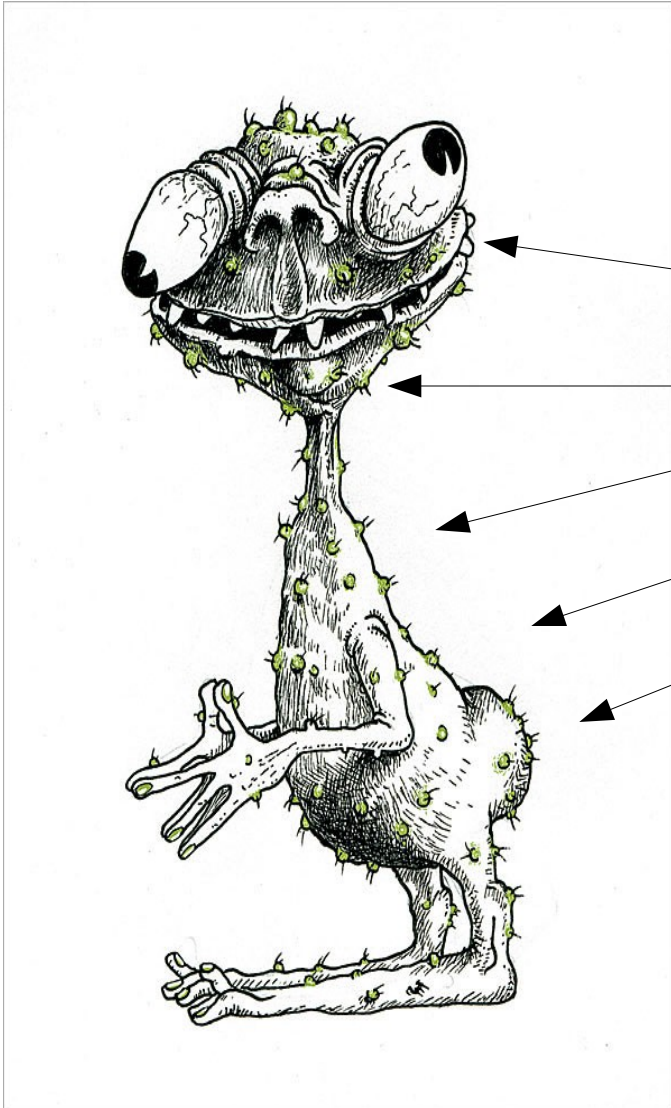


UDK Scripting for Non-Programmers
Introduction
Prof Adamson, SNHU



I. Every game needs
information about its
Monsters...

Keeping Monster Data

Name	Friendly?	Age	Height	Race



Data Types

String...

Boolean...

Integer.

Float.

Char...

Monster Data in Script Speak



string Name;

bool Friendly;

int Age;

float Height;

char Race;

Name = "Zorkie";

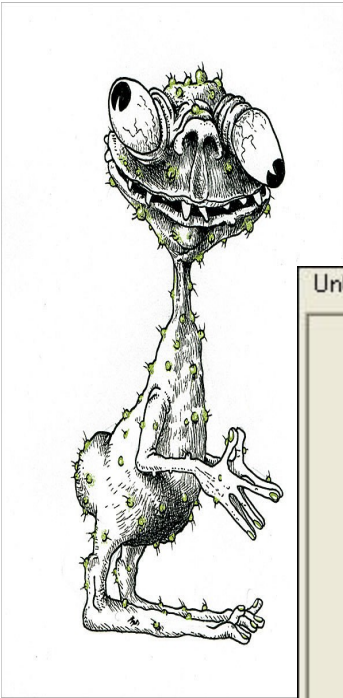
Friendly = true;

Age = 235;

Height = 5.46;

Race='N';

A Real C++ Program...



```
Untitled1.cpp

#include <iostream>
using namespace std;
// Data for a Monster...
int main()
{
    string Name; //Keyboard Characters
    bool Friendly; //true, false.
    int Age; //Any whole number.
    float Height; //A decimal number: 23.98
    char Race; // A single character

    Name = "Zorkie";
    Friendly = true;
    Age = 235;
    Height = 5.46;
    Race = 'N';
}
```