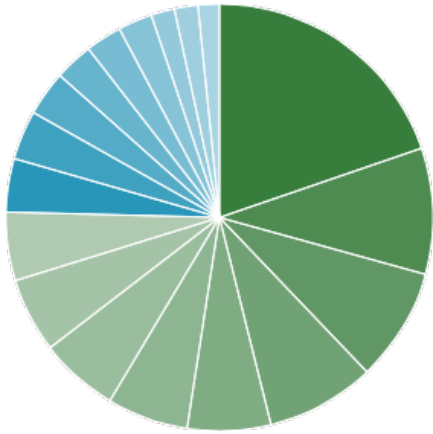


Which features should I focus ...

Which features should I focus on more deeply in tutorials?

Total Votes
618










	COUNT	PERCENT COUNTRY	PERCENT OVERALL
Blueprints	122	19.74%	19.74%
C++	59	9.55%	9.55%
Behaviour Tree	53	8.58%	8.58%
Convert blueprints to C++	51	8.25%	8.25%
UE4 Tips	39	6.31%	6.31%
Gameplay Balance	38	6.15%	6.15%
UMG	37	5.99%	5.99%
UE4 Architecture	35	5.66%	5.66%
Particle Editor	32	5.18%	5.18%
Materials	25	4.05%	4.05%
Indie Dev Tips	23	3.72%	3.72%
Mobile Development	21	3.4%	3.4%
Sounds	18	2.91%	2.91%
Profiling	17	2.75%	2.75%
Matinee	16	2.59%	2.59%
Marketing	11	1.78%	1.78%
Other:	11	1.78%	1.78%
VR Development	10	1.62%	1.62%

Other Answers

Total
11

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	health	Thursday, Nov 19th 9:04PM
	something about mobile optimization	Wednesday, Nov 18th 2:00AM
	Networking	Friday, Nov 6th 4:11AM
	Root Motion	Wednesday, Nov 4th 10:15AM

	Multiplayer	Saturday, Oct 17th 12:15PM
	Plugin Development	Sunday, Sep 27th 5:28AM
	Animation Montages, Anim blueprints and character blueprints	Saturday, Sep 26th 11:42AM
	Multiplayer	Tuesday, Sep 15th 11:52PM
	JUST DO IT!	Saturday, Sep 12th 12:53PM
	Character Movement	Wednesday, Sep 2nd 10:45AM
	Post processing and set dressing	Sunday, Aug 30th 2:28PM