Epic Games

(v1)

Blueprint: Essential Concepts Quiz 1

Name: Yann GEFFROTIN

Score: 100%

Passmark: 100%

Attempted: Tuesday, November 24, 2020

Attempt Number: 1

Time Taken: 00:01:57

Locked: No

Marking Required: No

Question Type: Multiple Choice	Correct You need to reuse a Blueprint multiple times, but change minor parts of its functionality. What could you do instead of remaking the Blueprint each time?	Actual Answer	Answer Given	
Weight: 1		Duplicate the Blueprint Actor and make new ones with the changes in functionality.		
		Create Blueprint Instances of the main Blueprint Actor.		
		Make the new Actors child Blueprints.	Make the new Actors child Blueprints.	