



Unreal engine - Basic Locomotion System v5.0

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Unreal engine - Basic Locomotion System v5.0: The project boasts a range of features geared towards enhancing gameplay and immersion, including support for Metahuman characters, 8-way directional movement, mixed orientation, smooth rotation, and turn-in-place mechanics. Additionally, the system incorporates overlay states for pistol and rifle interactions, aim offsets for both firearms, and multiple stances such as crouch, walk, and run. The system caters to male and female characters and integrates an inventory and weapon management system for added depth and complexity.

The package offers a comprehensive array of assets to facilitate dynamic gameplay experiences, comprising 41 meticulously crafted animations that cover various character actions and interactions. Furthermore, it includes essential components such as actor components for inventory management, meshes for pistol and rifle models, actor blueprints for pickups and guns, and child blueprints for weapon-specific functionalities.

The character blueprint is the foundation for player interaction, while animation blueprints ensure seamless character animation transitions. Additionally, the package includes particle effects for weapon flashes and bullet impacts, along with a selection of sound effects for weapons, footsteps, and ambient audio.



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