



Unreal Engine - Interaction Essentials

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Interaction Essentials: Advanced Interaction System for Single Player Games

Overview: Interaction Essentials is a sophisticated, highly adaptable interaction system crafted for single-player games, drawing inspiration from acclaimed titles like The Last of Us Part II, Jedi: Fallen Order, and more. This all-encompassing system is streamlined into a single Actor Component, providing seamless integration for developers seeking a powerful and versatile solution for in-game interactions.

- **Interaction Component with 6 Presets:** A comprehensive Interaction Component offering six preset configurations to cater to various gameplay needs.
- **Automatic Input Icon Assignment:** Input icons from the Controller Icon Pack for PC and Xbox controllers are seamlessly integrated. The system intelligently assigns icons based on input mapping detection or customizable loose input keys.
- **Context-Sensitive Manager:** Dynamic runtime invocation of the Interaction Component through a Context-Sensitive Manager function. This allows for adaptability to changing game contexts, enhancing player immersion.
- **Smart Interaction Marker Widgets:** Ingenious widgets that dynamically adjust their screen-based representation to match world-based object positions. This feature ensures a visually immersive and contextually accurate interaction experience.
- **Intuitive Control:** User-friendly controls contribute to a seamless player experience. The system's intuitive design allows for easy integration and customization.
- **Extensive Documentation:** A comprehensive documentation package accompanies the Interaction Essentials, providing developers with in-depth insights, tutorials, and examples for efficient implementation.
- **Over 750 Input Icons (PC & Xbox):** A vast collection of over 750 high-quality input icons for both PC and Xbox controllers. This expansive library ensures compatibility with a wide range of gaming platforms and enhances visual fidelity.

Usage: Interaction Essentials operates primarily through a single Actor Component, simplifying the handling of complex interaction scenarios. Developers can leverage this component to effortlessly display a screen-based UI representation of world-based objects, delivering a polished and immersive gaming experience.

Note: This asset is crafted to meet the demands of modern single-player game development, providing a robust foundation for interactive elements inspired by some of the industry's most acclaimed titles.



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