

Unreal Engine - Flexible Combat System – Basic v5.3

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The Flexible Combat System Basic is a comprehensive framework designed to support diverse combat styles for both player characters and AI in your project. This system, fully implemented using Blueprints, introduces additional features like Assassinations and Kill cams.

Crafted with a specific emphasis on user-friendliness, it seamlessly integrates into existing projects, offering a hassle-free addition. Implementing this system is straightforward, ensuring a smooth process for developers of all skill levels. The design prioritizes clarity, making it easy to comprehend for users working with the system.

Further enhancing its adaptability, the system allows for effortless editing or removal of current features. Its modular structure facilitates the easy addition of new features on top of existing ones, providing developers with a platform that is both customizable and extensible for their unique project needs.

Versatile Combat System:

- Easily add and switch between combat styles for both Player and AI with just a few clicks.

Weapon Handling:

- Pick up, draw/sheath weapons seamlessly.
- Weapon styles include Fists, 1H and Shield, 2H, Dual-Wield, with an option to expand following a step-by-step tutorial.

Dynamic Combat Mechanics:

- Execute combo attacks with damage multipliers based on level, combo, and weapon damage.
- Optional popup combat text for enhanced feedback, easily removable if undesired.

Targeting System:

- Incorporate a precise line trace hit detection mechanism.

Progression Systems:

- Implement a leveling up system tracking Health, Stamina, XP, and Damage Multiplier.
- Smart stamina reduction and regeneration system for strategic gameplay.

Blocking Mechanism:

- Integrate a comprehensive blocking system for both AI and players.

Save/Load Functionality:

- Enable level save/load/restart and level travel functionality seamlessly through checkpoints and/or an in-game menu.

AI Capabilities:

- AI with combat, patrolling, and noise detection readiness.
- Slow-motion kill cams for dramatic combat sequences.

Stealth Systems:



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- Sneak and stealth system with responsive AI behavior.
- Player noise distractions incorporated into the sneaking system.

Assassination Mechanics:

- Player stealth assassinations for strategic takedowns.

Ragdoll Deaths:

- Implement ragdoll deaths for both AI and players, complete with a player respawning death screen.

Visual Enhancements:

- Particle systems for impactful hit and block effects.



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