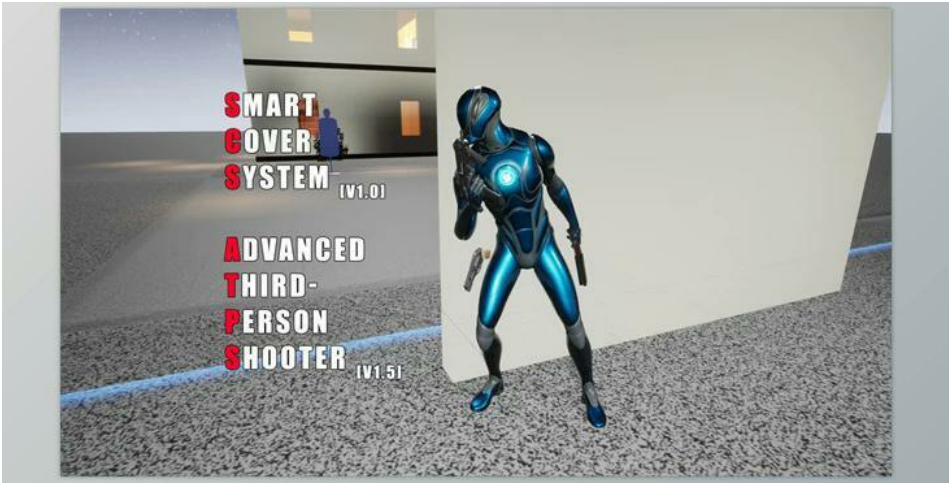




Unreal Engine - Advanced Third Person Shooter Project

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Unreal Engine - Advanced Third Person Shooter Project:

Step into the realm of an advanced third-person cover shooter game, now enhanced with multiplayer capabilities, delivering an immersive experience with sophisticated weapon handling, animations, and an array of features. Explore the following elements:

Weapon Handling:

- Seamlessly pick up, equip, holster, and switch between weapons
- Perform quick switches to your sidearm or replace your current weapon on the fly
- Experience dual wielding with pistols and shields for added combat options
- Enjoy reload animations for diverse weapons like AR, bolt-action, pump-action shotgun, machine pistol, revolver, sawed-off shotgun, and bow
- Implement realistic ammo management
- Toggle between auto, burst, or semi-auto fire modes, customizable for each weapon
- Automatically adapt aim-down-sight animations to suit different weapon aiming baselines
- Utilize multiple right and left-hand grip poses to match your chosen weapon

Easy Weapon Creation:

- Craft customizable weapons effortlessly with automatic, burst-fire, semi-auto, or single-shot capabilities
- Set basic parameters, choose a skeletal mesh, and incorporate beginner-level animations to create a functional and realistic weapon
- Experience bullet-counted reloads for classic shotguns, lever-action rifles, and revolvers, supporting options like revolver speed loader and shotgun double/quad load (with animations available soon)
- Access a wide range of customizable parameters, including muzzle velocity, RPM, chamber size, magazine size, fire mode, ammo type, rounds per load, and recoil

Third-Person Shooter Parallax Compensation:

- Automatically compensate for parallax effects associated with the over-the-shoulder camera perspective

Customizable Demo Level:

- Engage in an easily customizable close-quarters combat (CQB) course that tracks your best scores
- Test and refine your skills with new weapons after a day of development work
- Face off against an endlessly spawning enemy AI army, challenging the odds with an abundant supply of weapons and ammo

Intelligent Cover System:

- ynamic support for varying cover heights and curvy structures
- Blind shooDting or aiming down sight while in cover for strategic gameplay

Realistic Dual-Wield System:

- Mix and match different weapons, including one-handed/two-handed compacts and shields
- Experience seamless transitions between dual-wielding configurations

Over-the-Shoulder Camera Parallax Compensation:



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- Smart compensation for parallax effects with the over-the-shoulder camera perspective

Parameter-Defined Weapon Blueprint:

- Simplified creation of unique weapons with customizable parameters
- Effortlessly design weapons with a blueprint approach for a tailored gaming experience

Weapon Handling Animations:

- Engaging animations for equipping, holstering, reloading, switching to sidearm, and throwing weapons
- Immerse players in a realistic and visually compelling weapon-handling experience

Procedural Weapon Recoil:

- Natural and dynamic recoil system for an authentic shooting feel
- Enhances the realism of firearm interactions in the game

Modern Firearms Logic:

- Slide-lock and bolt-catch logic for modern firearms, adding a layer of authenticity
- Mimics real-world firearm functionalities for a more immersive experience

Bullet-Counted Reload System:

- Specific reload mechanics for shotguns and revolvers, considering bullet counts
- Adds strategic depth to reloading, enhancing gameplay realism

Shotgun Combat Load:

- Unique combat loading mechanics for shotguns, contributing to tactical diversity
- Experience the realism of shotgun reloading in dynamic combat scenarios

Charge Fire Mode:

- Chargeable fire mode for weapons like bows, allowing for precision and control
- Introduces an additional layer of strategy to ranged combat

Customizable Demo Levels:

- Easily tailor demo levels with range targets and spawning points for weapons, ammo, and enemy AIs
- Provides a versatile testing ground for players to explore and showcase the game's capabilities

Two Playable Demo Levels:

- Engage with diverse gameplay environments through two fully playable demo levels
- Showcase the game's features and mechanics in action, offering an immersive gaming experience.

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