



Unreal engine - RPG Tools v2.5.1

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Unreal engine - RPG Tools v2.5.1: Introducing a comprehensive kit tailored for RPG, Action RPG, Action Adventure, and various other game genres. This kit is equipped with essential systems to streamline your game development process.

AI Tools:

- Effortlessly manage AI behavior with tools like Pathfinding, Point of Interests, and Spawning.
- Optimize animations, movement, rendering, and perception with the built-in Optimization Component.

Inventory System:

- Utilize diverse view modes, sorting options, disassembly mechanics, consumables, and weight management.
- Equip characters with weapons, each mode influencing attributes based on the character's level.
- Enhance items through sockets, with visualization options and set bonuses.

Quest System:

- Create intricate quest chains with seamless triggers for completed or failed quests.
- Implement various quest and objective events, responding to availability, activation, completion, or failure.
- Craft engaging local quests with customizable objectives like discovering, gathering items, affecting world actors, delivering or receiving items, and defeating opponents.
- Enhance quest management with a helpful editor utility widget.

Waypoint System:

- Implement a dynamic system for point of interests, pathfinding, and behavior templates for characters like villagers, guards, and animals.

Day Night System:

- Influence AI behavior based on the time of day, adding a realistic dimension to your game world.

Teleport System:

- Facilitate seamless transitions between levels or specific points in your game environment.

Crafting and Merchant Systems:

- Create diverse crafting recipes, accommodating multiple alternatives and ingredient variations.
- Manage merchant interactions, offering various currencies, unique assortments, and options for global or unique buyback.

Loot and Warehouse Systems:

- Implement dynamic loot acquisition from the ground or defeated AI.
- Organize a comprehensive warehouse system, distinguishing between global and unique storage options.

Track System:

- Enhance player navigation with a compass, world map, and world tracking features.

Menu and Input Settings:



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标签

平面设计

Unreal Engine

3D-Models

- Support both third-person and top-down perspectives.
- Implement save and load functionalities for player progress.
- Display spawn window and statistics for convenient management.

Compatibility:

- Designed for single-player experiences with all progress seamlessly saved.

This kit ensures a robust foundation for creating immersive and engaging games, featuring a wide array of systems that cater to your unique game development needs.



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