Unity Asset - Melee 2 Game Creator 2 by Catsoft Works v2.1.9

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Render Pipeline Compatibility:

This module is compatible with Unity's rendering pipelines. The Built-in Render Pipeline serves as Unity's default, offering a general-purpose rendering option with limited customization. The Universal Render Pipeline (URP) is a Scriptable Render Pipeline, provides quick and easy customization for creating optimized graphics across a wide range of platforms. For those seeking cutting-edge, high-fidelity graphics on high-end platforms, the High Definition Render Pipeline (HDRP) is another Scriptable Render Pipeline option.

Description:

Empower your game with the simplest and most potent tool for creating melee combat systems! Define distinct attack phases for each animation, specify canceling frames, and craft intricate combos with associated rules effortlessly.

- Each skill is an independent asset.
- Specify the Anticipation, Strike, and Recovery phases for every attack.
- Seamlessly create combos and link skill attacks.
- Trigger reactions based on the received attack.
- Craft synchronized takedowns or finishers.
- Enjoy multiple motion options for each skill.
- Implement blocking and parrying using rules defined in shield assets.
- Dodge attacks with custom visual effects.
- Allow characters to poise through attacks.
- Utilize built-in Input Buffering to aid player attacks.
- Employ inter-frame collision prediction to prevent ghosting attacks.
- Enable lock-on and cycle through enemies.
- Wield any number of weapons at any given time.

Begin by equipping a character with a weapon. Each weapon encapsulates its unique combo data, determining the rules and order for executing each skill.

Skills, representing attacks that can be chained together, offer a comprehensive visual Sequencer tool for setting up attack phases, animation canceling, and other visual effects.

Leverage Game Creator's Visual Scripting tools to seamlessly interact with the Melee module, allowing you to bring your dream combat system to life — whether it's slow and methodical attacks or fast and snappy strikes!

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