



Unreal Engine - RPG Inventory and Interaction System v1.9 (engine version 5.1)

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Unreal Engine - RPG Inventory and Interaction System v1.9: Introducing the Multiplayer Inventory and Interaction System, entirely developed using Blueprints. It is designed to be intuitive, flexible, and expandable, featuring a playable demo for users to explore. The system is built around components, making it adaptable to various actors.

The Inventory and Interaction System boasts a plethora of customizable options. The Versatile Interaction System handles different types of Interactable Objects, and a highly modifiable Buffs System is integrated. Other key features include a Cross-Level Save & Loading System, an Advanced Crafting and Upgrading System, a Player Statistics System, and a Leveling & Experience System. The system also fully supports Gamepad functionality. Now, the system is also Network Replicated (Multiplayer) - version 1.8+.

- Interactable Component (can be added to any actor)
- Inventory Core Component (can be added to any actor)
- Stats Component (can be added to any actor)
- Leveling Component (can be added to any actor)
- Crafting Station Component (can be added to any actor)
- Upgrading Station Component (can be added to any actor)
- Predefined Interactable Actors that use Inventory: Treasure Chest, Vendor, Storage, Item Pickup
- Predefined Interactable Actors: Forge, Doors, Movable Objects, Interaction Triggers
- Loot Randomization System
- Dropping Items on the Ground (by spawning: LootBag or Class-associated Item Pickups)
- The 'Lootbar' Widget can be toggled off
- Customizable amount of different Inventory Panels, each with a specified Size
- Support for One-Handed, Two-Handed, and Off-Hand Weapons
- Items can use the required level and durability
- 5 Sorting Items Methods (Quicksort, by Type, by Rarity, by Weight, by Value)
- 4 Saving Types (Quicksave, Autosave, Manual Save, Checkpoint)
- 3 Interaction Input Types (Single Press, Holding, Mashing)
- Loot Pop-up (separated by lesser and greater loot)



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