



Unreal Engine - Boss AI Toolkit (Engine Version 4.27, 5.1)

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The **Unreal Engine - Boss AI Toolkit** is a versatile system designed for seamless integration into games, facilitating the creation of engaging boss fights.

How to use the attack pattern to design the project?

You can design your project using " Unreal Engine - Boss AI Toolkit".

Inspired by RPG and MMO raid mechanics, it enables developers to craft epic boss enemies with customizable phases and attack patterns.

"Unreal Engine - Boss AI Toolkit" Samples:

Key features include a flexible Ability system, status effects, crowd control mechanics, and various movement behaviors such as flying and wandering. With comprehensive animation blueprints and multiplayer support, it empowers developers to create dynamic boss encounters tailored to their game's needs.



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