



Unreal engine - Top Down Kit

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Unreal engine - Top Down Kit: The Top Down Kit offers a comprehensive package featuring three distinct top-down games designed to assist developers in creating their own top-down gaming experiences. Crafted entirely with blueprints, this kit provides essential tools and systems for game development.

The kit includes three top-down games, each offering unique gameplay mechanics and features. The 2D Shooter Weapon System boasts automatic, charged, and melee weapons, while the 2D RPG Weapon System includes bows, shields, swords, and boomerangs. Additionally, the 3D Shooter System features both ranged and melee weapons.

Key technical details of the kit include Enemy AI functionality across all projects, allowing control over enemy health, movement patterns (patrolling, random, and idle), and weapon usage. Other notable features include inventory systems in the 2D RPG game, primary main menu and pause systems, control compatibility, ammo/weapon and health pickups, NPC blueprints, chest systems, player death screens, and commented blueprints for ease of understanding and modification.



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