

Unreal Engine - Third Person Weapon/Combat System V2 (Engine version 5.1)

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Unreal Engine - Third Person Weapon/Combat System V2: Enter the world of classic 3D 'GTA' games with this Actor Component and Data Table-based system for Third Person weapon and melee combat, currently available for Singleplayer only.

- Four types of weapons: Melee, Hit Scan, Projectiles, and AreaEffect
- Component and Data Table-based (independent system; the only requirement is the default Character class)
- Melee system with the possibility to add multiple fighting styles
- Damage system using default damage events with DamageType classes
- Health and Armour system
- Ragdoll system
- Direction-based Hit Reaction system
- Fire mechanics with propagation
- Pickup classes
- Lock-On system
- Testing AI: able to use all the weapons and detect enemies (sight, damage, and hearing - AI Perception)
- Clean references and Async asset loading use



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