Unreal engine - Gathering Resources - Advanced System v5.3

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平面设计

Unreal engine - Gathering Resources - Advanced System v5.3: The multiplayer-supported system offers a user-friendly experience for spawning and gathering resources effortlessly. It features an exciting jackpot mini-game to add a layer of excitement to the gameplay. Every system component is meticulously designed to be customizable and modular, ensuring flexibility and ease of use.

The blueprints are well-organized, commented, and easily navigable, even for beginners, streamlining the development process. With this system, users can easily set up gathering tools and connect them to appropriate resources, configure resources and their destructible versions, and customize resource enhancements based on specified probabilities. Additionally, advanced resource properties such as health, yield, tier, enchantments, particle effects, and occurrence probabilities can be tailored to specific requirements.

The system also integrates bonus games, enhancing the overall gaming experience. Users can even paint objects using the foliage tool for added customization. Inside the project, users will find crystal material resources, visual effects for on-hit events and resource enchantments, three resource types with their destructible counterparts (Crystal, Gold, Stone), suitable UI for the mini-game, sound effects, default gathering animation, and more.

With its user-friendly interface and comprehensive features, this system is a brilliant time-saver, making editing and adding new elements quick and effortless.

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