



Unreal engine - Voyager Third Person Shooter Template V2 For UE 4.27+

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Introducing Voyager, a comprehensive Third Person Shooter RPG Template equipped with an extensive collection of over 460 Blueprints. This feature-packed template includes Advanced AI, Abilities, Player Screen, Stats, Inventory, Loot, Dialogue, Interaction, Firearms, Melee Weapons, Weapon Upgrade, Save/Load functionality, and numerous other masterpiece features.

- %100 Blueprint with thorough comments for easy understanding.
- Educational blueprint design with abundant examples.
- Component-based design, allowing seamless integration into any game.
- Event-driven system for optimized logic, eliminating the need for heavy casting operations between blueprints.
- Gamepad Support for both gameplay and user interface.
- Partitioned Save/Load System for efficient data management.
- Diverse enemy types such as Trooper, Sniper, Boomer, and Heavy Gunner.
- Melee system with melee enemies including Gruntling, Spiderling, and Spider Boss.
- Varied arsenal featuring Shotgun, Pistol, Assault Rifle, Heavy Machine Gun, Plasma Rifle, Rocket Launcher, Sniper Rifle, Electric Gun, and Flame Thrower.
- In-game Vending Machine for players to purchase weapons using in-game currency.
- Actor flashing when taking damage with DamageFlashComp.
- DissolveComp for Material-based dissolve effects on characters.
- Improved damage text to display damage on actors.
- Outline material for drawing outlines around meshes like loot and characters.
- Enemy AI integrated with behavior trees.
- Loot component for spawning user-defined specific or random loots.
- Tagging system to define battle groups between NPCs.
- Dynamic Hp Bar component for displaying health with a lazy hp bar on any actor.
- Multi-message feature for efficiently showing multiple in-game messages.
- Player Screen with four tabs: Character, Weapons, Armor, Abilities.
- Stat System with StatsComp for tracking XP, XP Bonus, Critical Hit Chance, and Armor.
- Primary and Secondary Weapon Slots for strategic gameplay.
- Wearable Items (Armor) with 7 options each for ArmorTorso, ArmorHead, and ArmorLegs.
- InteractorComp for interacting with various objects like chests, vending machines, and NPCs.
- Footsteps with surface support for realistic audio effects.
- HitReactionComp to display reaction animations when the owner takes damage.
- Ability System featuring abilities like Dash, Energy Barrier, Turret Companion, Healing Probe, and Slam.
- EnergyComp for storing and refilling the owner's energy for using abilities.
- BloodSpillComp with logic for blood spilling when the owner is damaged.
- Warrior type enemies, including humans with melee weapons.
- Companions like turrets and soldiers.
- Weapon Upgrade System for enhancing your arsenal.
- Various Weapon Crosshair options for customizable aiming.

Voyager provides a blueprint foundation that is not only powerful and flexible but also user-friendly, making it suitable for diverse game development needs.



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