



Unreal engine - MOBA Fight MultiPlayer Project

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**Unreal engine - MOBA Fight MultiPlayer Project:** Introducing the Multiplayer Online Battle Arena (MOBA) Template for Top Down Characters, designed to streamline the development process for creating engaging multiplayer games. This comprehensive template has various features and systems to enhance gameplay and foster immersive multiplayer experiences.

Technical Details:

- Recommended Knowledge: Blueprints, Replication
- Number of Blueprints: 25
- Number of UI Blueprints: 23
- Input: Keyboard, Mouse
- Network Replicated: Yes
- Create a Server and Join the Algorithm
- Select Character and Set Team Player System
- Drag Mouse Movement System
- Click Minimap Movement System
- Use Skill when Click ICON System
- Shop Buy and Sell Item System
- Manage Slot Item when Click Use and Swap Slot System
- Auto Spawn Creep and AI Attack System
- Defense Tower System
- Mouse Over Highlight Object System
- Respawn Unit and End Score Game System
- Mouse Over Widget Focus System
- Customize Status Item and Add Status When Buy
- Normal Attack when Click Enemy and Auto Attack when Enemy Apply Damage



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