Unreal engine - VerticalThird (Engine version 5.0 - 5.3)

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Unreal Engine

Unreal engine - VerticalThird:

Fully Blueprint Code:

- Access all functionalities without C++ knowledge or needing a custom Unreal Engine build.

Auto-Detect Multiplayer:

- Seamlessly adapt to multiplayer modes (Dedicated Server, Listen Server, Client), with Singleplayer utilizing Listen Server.

KitBash Cosmetics:

- Easily create custom characters or gear sets by combining Static Meshes, all Nanite compatible.
- Attach meshes to specific Skeletal Mesh sockets for detailed customization.
- Visual slots include Head, Neck, Shoulders, Arms/Wrists, Hands, Chest-Top, Chest-Bot, Waist, Thigh, Calf, and Foot, with options for asymmetry.
- Support for Male, Female, and Non-Binary characters with distinct appearances.

Input System (Combat):

- Comprehensive combat input handling, covering key-press/release, targeting, cast initiation, resource/cooldown checks, positioning, and more.
- Includes field of view adjustments, camera shake, animation montages replication, telegraphs, cooldown management, action spawning, and interruption systems.

Statistics:

- Robust statistical framework with nearly 100 variables and detailed damage calculations.
- Covers critical hits, parrying, dodging, blocking, resistances, and more, with varying timing mechanics.
- Supports scrolling combat text for enhanced feedback.

Example Game:

- Bundled with an example game showcasing Vertical Third's capabilities, including AI, combat, loot, quests, crafting, cosmetics, and more.
- Packaged with both Client/Singleplayer and Dedicated Server versions for immediate exploration.

Multiplayer Methodology:

- Optimize replication by prioritizing small data sets and client simulation.
- Provide clients with sufficient information to reduce server requests, such as cooldowns.
- Utilize net relevancy to minimize irrelevant network traffic.
- Carefully manage replicated variables and employ replication conditions (initial, owner only).
- Rely on RPC events and server-side validation for combat, quest, and crafting events to maintain integrity and security.

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