



Unreal Engine - MMO Kit v5.1

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Unreal Engine - MMO Kit v5.1: Introducing MMO Kit, a fully remastered, modular, and component-based template written entirely in Blueprints. It's equipped with a Persistence Server written in C#. This kit is a complete overhaul of the MMO Starter Kit that was introduced back in 2014, at the dawn of UE4. The gameplay is entirely written in Blueprints, with Unreal serving as an authoritative server. The C# Persistence Server takes on various roles, such as relaying messages (whispers, shouts), ensuring persistence (saves/retrieves characters from DB), login, guilds, etc. It is structured in a way that you only need to write simple scripts on top of a solid foundation.

The existing scripts are short, expressive, and serve as examples. Basic C# knowledge is sufficient to extend its functionality. However, you also don't have to touch it as long as you work on gameplay in UE5. Choose from two database systems: MySQL and SQLite, both preconfigured. SQLite works out of the box and requires no setup. Switch over to MySQL later in development when database speed becomes crucial.

Two login systems are available: login/password-based and Steam-based. Test your game with simple logins/passwords, and start using Steam login after you're ready to deploy a serious demo. Steam integration and a comprehensive guide include building, deployment, and depot management.

- Blueprint-based gameplay
- C# Persistence Server
- Two database systems: MySQL and SQLite
- Two login systems: login/password-based and Steam-based
- Control schemes: First Person, Third Person (over the shoulder), and WoW-Style
- Combat modes: target-based and aim-based
- Inventory/Storage system
- Equipment system
- Essential Stats Component, extendable
- Powerful Ability System
- Mobs with three reaction types: friendly, neutral, and hostile
- Basic angry mechanics
- World usable objects
- Player chat: say/whisper/global
- Guilds with ranks, guild & officer chat, invites/kicks/promotes/demotes, etc.
- Example species: Human & Mannequin
- Appearance system
- Asynchronous assets loading
- Persistency Component (new in UE 5.3)



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