



Unreal engine - AI Enemies - Drone v5.3

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Unreal engine - AI Enemies - Drone v5.3: Introducing the Character NPC Flying Assets Pack, designed to seamlessly simulate flying assets such as Drones, Helicopters, and UFOs in your game environment. Perfect for populating your world with both allies and enemies, these Blueprints offer versatility and ease of use. With the ability to create infinite teams of enemies and a Spawn System for resource management, you have complete control over the dynamics of your game.

This asset pack is independent of existing AI systems, ensuring compatibility and ease of integration. Fully compatible with AI Enemies - Assault Soldier, it enhances the gameplay experience without disrupting existing functionalities.

- Configurable Physics: Tailor the physics of your flying assets to suit your specific requirements.
- Configurable Sounds: Customize the sound effects to match the behaviour of each flying asset.
- Configurable Particles: Utilize particle effects for added visual flair (assets sourced from the Infinity Blade Effects free pack by Epic Games, intended for demo purposes).
- Fire System: Implement a fire system for offensive capabilities.
- Projectile Tracer System: Enhance the visual feedback with a projectile tracer system.
- Damage System: Manage damage output and health status with ease.
- Objectives System: Integrate objectives for mission-based gameplay.
- Landing System: Facilitate smooth landings for the flying assets.
- Spawn System: Control the spawning of assets efficiently.
- Essential Jetpack Feature: Offer a basic jetpack feature for player controllers to enhance mobility.
- Three Sample Demo Models Included: Get started quickly with included demo models.



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