Unreal engine - Instance Damage System v1.0.2

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Unreal engine - Instance Damage System v1.0.2:

Introducing a comprehensive solution for seamless interaction with Instanced Static Meshes in your expansive open-world environments, with robust multiplayer support and intuitive Blueprints scripting. Designed to integrate effortlessly with Unreal Engine 5's World Partition system, this solution empowers developers with a feature-rich toolkit, including the innovative Instance Damage System for dynamic interaction with instanced static meshes.

- **Easy Setup with Data Tables:** Streamlined configuration through data tables for quick and hassle-free setup.
- **Blueprint Exposure:** Exposed functionalities to Blueprints for convenient scripting within your project, allowing for flexibility and customization.
- **Example Project Utilizing UE5 Features:** Demonstrative project showcasing the latest UE5 features, including World Partition and Chaos Destruction.
- **Instance Damage System:** Enables dynamic interaction with instanced static meshes in an open-world fashion.
- **Actor Spawning Capability:** Spawn actors in place of instances for enhanced gameplay possibilities.
- **Hiding/Unhiding Instances:** Intuitive control over instanced meshes' instances visibility.
- **Respawning Over Time Logic:** Logical respawning based on player distance, optimizing performance and enhancing the open-world experience.
- **Pooling System:** Efficiently reuse already spawned objects through a sophisticated pooling mechanism.
- **Full World Partition Support:** Seamless integration with World Partition, allowing hiding/unhiding instances even when the instanced mesh isn't present in the level.
- **Custom Data Per Static Mesh Asset:** Set up custom data per static mesh asset, such as experience points, currency, and more.
- **Network Replication:** Support for multiplayer functionality with robust network replication.
- **Save and Load State:** Persistently save and load instanced meshes' state, preserving hidden/unhidden status.

Example Minigames:

- **Chaos Minigame:** Recreation of the iconic Saints Row's Mayhem activity within your open world.
- **Destruction Minigame:** Challenge players to destroy a random instance amount of three randomly picked meshes.
- **Wanted Level Example:** Dynamically adjust wanted stars based on the amount of damage inflicted, adding depth to your open-world experience.

This solution empowers developers to create immersive and dynamic gameplay experiences within expansive open worlds, utilizing the latest Unreal Engine 5 features and maximizing the potential of instanced static meshes.

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