



Unreal Engine - FPS Multiplayer Template 3.5

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Unreal Engine - FPS Multiplayer Template 3.5: Explore a plethora of possibilities with our Game Mode Creator, offering thousands of potential configurations to suit your needs. With AI bots that adapt on the fly and instant prototyping capabilities, crafting an FPS/TPS game has never been easier. Dive into the pre-alpha Battle Royale mode and experience improved animations, weapons, and ADS weapon recoil alongside features like the Parachute and Down/Revive systems.

Default Game Modes like Plant/Defuse, Free For All, Team Deathmatch, and Capture The Flag await, with the flexibility to create thousands of combinations. Take advantage of controller support with advanced locomotion, camera animations, feet IK, and a hit reaction system, enhancing gameplay immersion. With options for sliding, sprinting, crouching, and equipment like grenades and flashbangs, dynamic crosshairs add further depth to the experience.

Utilize the Game Mode Creator to tailor movement and objective variables, set up round systems, and configure bot difficulty. Enjoy features like mini-maps, global/team chat, AI players, hit markers, kill feeds, and a comprehensive weapon/equipment selection system. Dive into gun variables such as bullet distance/damage, drop, penetration, and recoil for realistic combat mechanics.

Navigate seamlessly through menus, including the Game Mode Creator, Main Menu, Lobby, Loadout Creator, and Settings, ensuring a smooth user experience. With over 100 blueprints and support for keyboard and mouse input, network replication, and scaling/rigging to the Epic Skeleton, our platform is designed for PC development, offering unparalleled flexibility and performance.



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