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Unreal Engine - Asymmetric Multiplayer Horror

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Unreal Engine - Asymmetric Multiplayer Horror: Presenting an Asymmetric Multiplayer Horror template designed to offer a customizable experience for players, with the ability to adjust the number of players and monsters. By default, it features a 4 vs 1 setup, where humans team up against player-controlled or AI monsters.

Note: The project utilizes animations, meshes, materials, and sounds from The Lyra Starter Game and Epic Content.

Technical Details:

- Number of Blueprints: 64
- Input: Keyboard and Mouse
- Network Replicated: Yes
- Supported Development Platforms: Windows (other platforms not yet tested)

- Lobby with character selection, host settings, chat, and ability to kick players
- Gameplay features include teammates widget, game chat, spectator mode, flashlight, weapons (rifle and pistol), text and audio notes, item pickup
- True first-person and third-person camera views
- Main menu with game settings, server browser, and lobby
- Works with both listen and dedicated servers
- 3 example levels, including TestLevel and Cursed Forest
- Support for keyboard and mouse input
- Network replication for multiplayer functionality
- Supported development platforms: Windows (other platforms not yet tested)

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