



Unreal Engine - Defender Top Down Shooter V2

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Introducing Defender, your ultimate Action Shooter RPG Template packed with over 410 meticulously crafted Blueprints, featuring a comprehensive set of components for Abilities, Player Screen, Stats, Inventory, Loot, Dialogue, Interaction, Firearms, Melee Weapons, Weapon Upgrade, Save/Load, Damage Text, Vehicles, and an array of masterpiece features designed to streamline your game development process.

- **100% Blueprint and Well-Commented:** Dive into a fully Blueprint-driven project with thorough comments, ensuring ease of understanding and customization.
- **Paragon Character Integration:** Harness the power of Paragon characters – Murdock, Wraith, and Twinblast – to elevate the visual quality and diversity of your game.
- **Educational Blueprint Design:** Benefit from a wealth of examples and educational blueprint designs, accelerating your learning curve and fostering efficient game development practices.
- **Component-Based Design:** Enjoy the flexibility of a component-based design, allowing you to seamlessly integrate these components into any game project of your choosing.
- **Event-Driven System:** Optimize logic with an event-driven system, eliminating the need for heavy casting operations between blueprints and enhancing overall performance.
- **Partitioned Save/Load System:** Implement a robust Save/Load system, partitioned for efficiency, ensuring the seamless preservation of player progress.
- **Diverse Enemy Types:** Face off against various enemy types, including Troopers, Snipers, Boomers, and Heavy Gunners, each with unique behaviors and challenges.
- **Melee System and Enemies:** Engage in thrilling melee combat with enemies like Gruntlings, Spiderlings, and the formidable Spider Boss.
- **Wide Array of Weapons:** Arm yourself with Assault Rifles, Heavy Machine Guns, Plasma Rifles, Rocket Launchers, and Sniper Rifles, offering a rich arsenal for diverse gameplay experiences.
- **Vending Machine System:** Use in-game currency to purchase weapons from vending machines strategically placed within the game world.
- **Advanced Character Features:** Experience dynamic features such as Actor flashing on damage, Material-based dissolve with DissolveComp, and improved damage text for enhanced visual feedback.
- **Comprehensive AI System:** Employ an Enemy AI system utilizing behavior trees, providing intelligent and dynamic enemy behaviors.
- **Loot Component and Tagging System:** Enjoy a Loot component for spawning user-defined specific or random items and a Tagging system for defining battle groups between NPCs.
- **Stat System and Wearable Items:**
 - Utilize a robust Stat System with StatsComp, Primary and Secondary Weapon Slots, and a range of wearable armors for comprehensive customization.
 - **Interactive World:** Interact with various in-game objects using InteractorComp, including chests, vending machines, and NPCs.
 - **Immersive Dialogue System:** Engage in immersive conversations with the DialogueComp, complete with Dialogue Bubbles above NPCs and four Dialogue Stats for nuanced interactions.
 - **Checkpoint System and Cinematic Bars:** Implement a Checkpoint actor for game-saving proximity and add cinematic bars for a polished visual touch.

Embark on your game development journey with Defender, a project developed with years of game developer experience, providing you with a solid foundation for creating your dream shooter game efficiently and effectively.



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标签

- Unreal Engine
- Other
- 平面设计



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