

Unreal Engine - Hyper Skill Level Manager v2 (Engine version 5.1)

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Unreal Engine - Hyper Skill Level Manager v2: Hyper Skill Level Manager is a comprehensive system designed to manage skill levels, track XP, and unlock content based on acquired experience points. It allows you to define skills, add XP, and determine the XP required for each level based on a gradual yet manageable algorithm. Key statistics such as current level, XP, maximum XP in level, total accumulative XP, progress percentage, awarded skill points, maximum achievable level, and XP growth factor are all tracked.

The system includes basic integrations such as a Basic Inventory System, UI Manager, Basic Equipment Manager, Basic Attribute Manager, Basic Combat, and Interaction, showcasing flawless integration with other modular assets. Additionally, it features an Extended Movement Component capable of handling player inputs, replication of montages, particle effects, spawning actors, sounds, and camera management, making it an essential tool for virtual world builders.

- Define skills and add XP
- Determine the XP required for each level
- Track current level, XP, maximum XP, total XP, progress percentage, awarded skill points, maximum achievable level, and XP growth factor.
- Basic integrations including Inventory System, UI Manager, Equipment Manager, Attribute Manager, Combat, and Interaction
- Extended Movement Component for player input handling, replication of montages, particle effects, actor spawning, sound, and camera management



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