

Unreal Engine - First Person Shooter Template Pack (FPSTP) 3.0 v5.3

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Unreal Engine - First Person Shooter Template Pack (FPSTP) 3.0 v5.3:

OUR DISTINCT ADVANTAGES

Our primary aim is to offer you the opportunity to craft a shooter that diverges from the conventional mold prevalent in the current gaming landscape. The template we've meticulously designed integrates some of the most innovative mechanics to date, ensuring that your projects emerge as distinctive standouts amidst the competition.

CORE CHARACTERISTICS:

Embedded within the project are quintessential features that gamers cherish, including the ability to Lean, Crouch, and Sprint, delivering an immersive gaming experience.

EXPANDED ARSENAL:

Embrace diversity with 6 distinct Weapon types awaiting exploration in FPSTP:

- Assault Rifle
- Handgun
- Sniper Rifle
- Shotgun
- Double Barreled Shotgun
- SMG

DIVERSIFIED GRENADE VARIETY:

Unlock strategic potential with 4 unique Grenade types at your disposal:

- Frag Grenade
- Smoke Grenade
- Flash Grenade
- Contact Grenade

ENHANCED WEAPON FUNCTIONALITY:

Experience the depth of gameplay with a plethora of Gun functions, including:

- Aiming
- Reloading
- Inspecting
- Breath Holding
- Bolt Jam

VERSATILE WEAPON ATTACHMENTS SYSTEM:

Customize your arsenal with precision using our Attachment system, offering options such as:

- Muzzles
- Scopes
- Laser Sights
- Flashlights



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3D-Models

Incorporate these features into your project and elevate your shooter game to unparalleled heights of innovation and excitement!

- **ADVANCED WEAPON FEATURES** Dive into unparalleled realism with our array of unique weapon functionalities, designed to immerse players deeper into the combat experience:
- **DURABILITY:** Weapons exhibit realistic wear and tear, impacting their performance in combat. Beware of potential jams due to excessive wear, requiring swift cover and animated jam-fixing sequences for uninterrupted engagement.
- **ERGONOMICS:** The ergonomics parameter directly influences weapon usability, dictating aiming speed and the degree of weapon sway during camera rotation.
- **MORE PROCEDURAL HAND ANIMATION:** Experience seamless weapon handling through sophisticated inverse kinematics and dynamic animations for walking, idle, and jumping, enhancing immersion.
- **WEAPON RECOIL:** An advanced recoil system dynamically adjusts recoil animations based on specified parameters, ensuring realistic firearm behavior.
- **SWAY ANIMATION:** Enjoy immersive realism as hand animations dynamically respond to camera movements, replicating lifelike swaying motions.
- **MELEE WEAPON:** Engage adversaries in close combat with the inclusion of a versatile Axe, expanding combat options beyond firearms.
- **MULTIPLAYER:** Unlock the potential for multiplayer shooter development with fully replicated project architecture.
- **AI ENEMY:** Customize AI adversaries with ease, tailoring their equipment and behavior to suit diverse gameplay scenarios.
- **SAVE & LOAD GAME:** Seamlessly preserve game progress across multiple sessions with robust save slot functionality.
- **TRUE FP:** Enhance player immersion with a solid mesh character model, preserving camera integrity while avoiding head overlap.
- **ADVANCED GRENADE FRAGMENTS SYSTEM:** Experience nuanced grenade explosions with a dynamic fragmentation system, enriching tactical gameplay possibilities.
- **BALLISTICS SYSTEM:** Simulate realistic projectile behavior, complete with individual flight paths and corresponding damage calculations upon impact.
- **HEALTH SYSTEM:** Monitor character health points to gauge overall condition and survivability.
- **WORKBENCH:** Maintain peak weapon performance by utilizing the workbench for post-battle repairs and maintenance.
- **SKILLS SYSTEM:** Empower character progression through a skill tree, facilitating gameplay enhancement and customization.
- **SIMPLE LOOT BOX SYSTEM:** Discover ammunition replenishment opportunities with scattered loot boxes across the map.
- **FIST FIGHTING:** Engage in bare-knuckle combat when unarmed, adding versatility to confrontational tactics.
- **FREE LOOK:** Enhance situational awareness with the ability to freely rotate the character's head for a comprehensive view of the surroundings.
- **PLAYER HUD:** Access crucial character and equipment information conveniently through an intuitive and informative HUD interface.
- **DETAILED DOCUMENTATION:** Accelerate project integration with comprehensive documentation, offering detailed insights into feature utilization and implementation.
- **COMMENTED BLUEPRINTS:** Navigate project intricacies effortlessly with meticulously annotated blueprints, ensuring clarity and understanding in code interpretation.
- **ANIMATION SOURCE:** Expand your animation repertoire with Blender files and animation source materials, facilitating customization and expansion of weapon variety.

Technical Details:

- Blueprints: 114
- Materials: 155
- Compatibility: Windows 64-bit
- Network Replication: Supported
- Rigging: UE4 Epic Skeleton
- Scalability: Scaled to UE4 Epic Skeleton



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