



Unreal engine - Roguelike Deckbuilder Toolkit v5.3

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Introducing a comprehensive and modular framework designed for crafting engaging single-player deckbuilder/card battler Collectible Card Games (CCGs). This asset is an all-encompassing toolkit, offering every essential component for the creation of a robust roguelike deckbuilder game, drawing inspiration from genre classics.

- **Data-Driven Card Creation System:** Utilizes a data and component-based approach for easily adding new cards, minions, and artifacts through data tables, allowing seamless customization of their behavior.
- **Example Game with Full Features:** Includes a complete example game featuring essential functionalities like saving, loading, level transitions, and win/loss states.
- **Deep UI System:** Encompasses a sophisticated UI system, incorporating card widgets, status effect displays, enemy intentions, tooltips, and more for an immersive player experience.
- **Rich Content Library:** Provides an array of example cards, minions, artifacts, and status effects to kickstart game development.
- **Custom Event Dispatcher System:** Facilitates the creation of intricate interactions between blueprints, enhancing the flexibility and complexity of the game.
- **Unique Card Frame and UI:** Boasts a custom-designed card frame and user interface, with public domain card portraits (refer to technical details).
- **AI Minion Attack Pattern Component:** Employs an Attack Pattern Component allowing customization of how AI minions select their abilities during gameplay.
- **Reward Manager:** Manages the rewarding system, distributing cards and artifacts based on predefined rarities.
- **Node Map Exploration:** Features a node map structure between combat encounters, allowing players to choose their own path. Note that the map is currently hand-placed rather than randomized.

This framework serves as a versatile foundation for developing single-player deckbuilder/card battler CCGs, offering flexibility, modularity, and a plethora of features to bring your game vision to life.



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