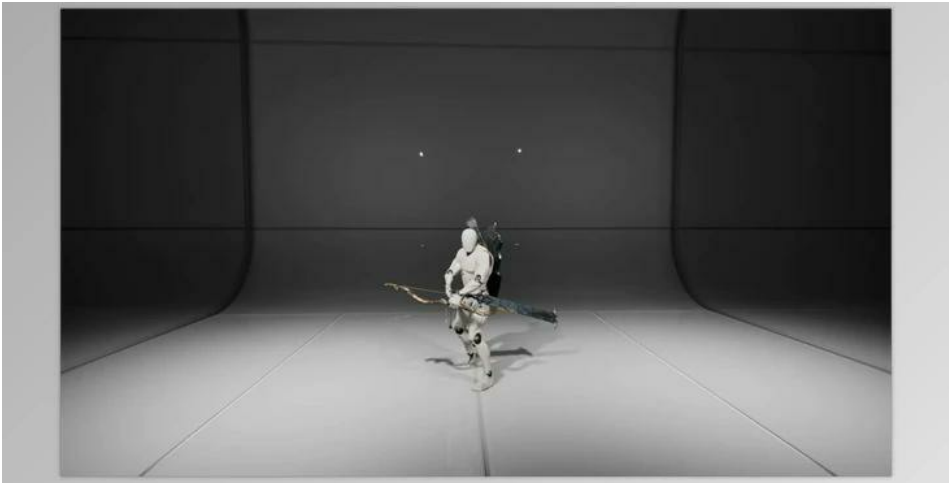




Unreal Engine - Dynamic Combat System - Bundle v5.1

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Unreal Engine - Dynamic Combat System - Bundle v5.1: The Third Person Combat System, entirely implemented in Blueprints, offers a comprehensive array of features. It includes Melee, Range, Magic, and Gun combat, providing adaptable and extendable options. Supporting any weapon type, including hand combat and blocking, the system incorporates a dodge/roll mechanism and an accurate trace-based hit detection system. Additionally, an AI system is integrated, complete with templates from the preview video.

The system encompasses an Equipment & Inventory system, a Lock-on target system, a Stats Manager system, a Team Relations system, and a Status Effects system. An Input Buffering system, Parry & Backstab systems, and a Save/Load system for equipment, inventory & stats are also included. Moreover, Zoom & Slow Motion systems and an Ability system featuring many customizable abilities are incorporated. The system offers customizable guns with Rifle/Pistol/Shotgun examples and customizable projectiles, both trace-based and movement-based. A customizable crosshair widget, clear and commented logic based on Actor Components, and technical details are provided below.

Technical Details:

- Number of Blueprints: 186
 - Number of Actor Components: 16
 - Number of Blueprint Interfaces: 16
 - Number of Widget Blueprints: 22
 - Number of Animation Blueprints: 5
 - Number of Behavior Tree Nodes: 18
 - Number of Anim Notifies: 15
 - Number of Item Blueprints: 69
 - Number of Ability Blueprints: 25
-
- Melee/Range/Magic/Guns combat
 - Modifiable & Extendable
 - Supports any weapon type/hands combat/blocking
 - Dodge / Roll system
 - Accurate trace-based hit detection system
 - AI system (templates from preview video included)
 - Equipment & Inventory systems
 - Lock-on target system
 - Stats Manager system
 - Team Relations system
 - Status Effects system
 - Input Buffering system
 - Parry & Backstab systems
 - Save / Load system for equipment, inventory & stats
 - Zoom & Slow Motion systems
 - Ability system with many customizable abilities
 - Customizable guns with Rifle/Pistol/Shotgun examples
 - Customizable projectiles are trace-based and movement-based
 - Customizable crosshair widget
 - Clear and commented logic based on Actor Components



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