

Unreal Engine - Ultimate Multiplayer Survival Pack v5

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The Ultimate Multiplayer Survival Pack (UMSP) stands out as an advanced and modular blueprint-based RPG system tailored for the development of immersive third and first-person multiplayer/singleplayer RPG survival games. This comprehensive kit is packed with a plethora of game-ready features and AI, complemented by a meticulously crafted low-poly environment.

As a go-to solution for game developers, UMSP simplifies the scripting process, offering fully scripted and commented blueprints with seamlessly integrated multiplayer systems. With UMSP, developers save valuable time while ensuring a robust foundation for their survival game projects.

Trusted by hundreds of satisfied customers, UMSP provides a complete package that includes a captivating low-poly 3D environment, intuitive GUI design, and essential survival mechanics. Its modular nature allows for easy expansion and customization, empowering developers to add new features effortlessly.

Responding to the diverse needs of creators, UMSP encompasses vital elements such as inventory management, crafting, missions, building mechanics, environmental interactions, swimming, leveling, humanoid AI, and more. Supporting both first and third-person modes, it incorporates ranged weapons for engaging combat experiences.

Comparable to successful games like Unturned, UMSP caters to various game genres and seamlessly integrates with online subsystems, including platforms like Steam. It stands as the efficient and optimal solution for developers looking to create immersive and versatile survival games with ease and excellence.

- **Versatile View Modes:** True First and Third Person perspectives.
- **Advanced Ranged Humanoid AI:** Modular system with AI perception and teaming capabilities.
- **Terrain Concealment:** Tall grass and foliage hiding system.
- **Inventory and Crafting System:** Advanced functionality with timing queue, quickslots, and extension/backpack system.
- **Building and Destruction:** Extensive building privileges, furniture, health destruction, and repair system.
- **Mission and Quest System:** Advanced modular system with invitations for engaging gameplay.
- **Player Customization:** Gender customization, dynamic crosshair, and unique low-poly modular environment.
- **Combat Systems:** Holstering system with animations, bow, spear, and dynamic arrow holster.
- **Environment Interaction:** Harvesting system, gardening and farming, and animated range and melee weapons.
- **Multiplayer Features:** Day & Night + Weather system, player lobby, and menu system.
- **Audio and Visuals:** Fully designed SFX + music audio, dynamic foliage interaction, realistic physics-based hair and beard features.
- **AI and Enemy Elements:** AI and enemy camp system, advanced damage system, player knockout, and death system.
- **Water Dynamics:** Fully interactable water system with swimming and diving.
- **Weapon and Vehicle Systems:** Modular weapon attachments, vehicle system with mounting logic, and refueling capabilities.
- **Biomes and Environments:** Summer, winter, desert biomes, with environmental effects on player temperature.
- **Multiplayer Features:** Playerlist, server menu, and extendable interaction system.
- **Technical Integration:** Rigged to UE4 Mannequin, advanced optimized minimap system, and dynamic camera reactions.
- **Seasonal Variations:** Classic, snow, and desert biome environments.
- **Additional Gameplay Elements:** Player temperature system, weapon fire modes, animals AI, and refueling system



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- 平面设计 Other
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for vehicles.



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