Unreal Engine - Survivors Roguelike – Multiplayer Game Template v3.0

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Presenting the Survivors Roguelike Template – a comprehensive game template meticulously crafted for the creation of immersive multiplayer experiences. Developed entirely using 100% blueprints, this asset is a versatile toolbox equipped with a plethora of features to expedite the realization of your gaming vision.

- **Robust Ability System:** Harness a powerful ability system designed to enhance the depth and dynamism of your gameplay.
- **Level Up System:** Implement a sophisticated level up system, providing players with a rewarding progression experience.
- **Dynamic Spawning System:** Enjoy the flexibility of a spawning system that contributes to the unpredictability of the game environment.
- **Built-in Multiplayer Lobby:** Seamlessly set up matches and invite friends to partake in the excitement through the asset's intuitive multiplayer lobby.
- **Game Information Management:** Utilize data tables for effortless management of your game's information. Whether tweaking stats, introducing new items, or adjusting gameplay mechanics, this asset streamlines the entire process.

The Survivors Roguelike Template is your go-to solution for efficiently bringing your multiplayer game concept to life. Packed with features and designed for user-friendly customization, it ensures that you can effortlessly create a unique and engaging gaming experience for your players.

- **Blueprint Exclusivity:** Crafted entirely using blueprints, ensuring a user-friendly and accessible game development experience.
- **Cooperative Multiplayer Integration:** Seamlessly ready for cooperative multiplayer gameplay, enhancing the collaborative aspect of your gaming environment.
- **Save/Load System:** Implement a robust save/load system, allowing players to preserve their progress and pick up the action right where they left off.
- **Diverse Abilities:** Showcase six active and passive abilities, each contributing to the richness and variety of player interactions.
- **Evolutionary Abilities:** Integrate an ability evolution system, enabling dynamic enhancements to abilities as players progress through the game.
- **Smart Spawning Mechanism:** Implement an intelligent spawning system for entities, maintaining a balanced and engaging game environment.
- **Progression Through Levels:** Introduce a level-up system that propels players forward with each accomplishment, enhancing their skills and capabilities.
- **Structured Ability System:** Develop a comprehensive ability system, providing players with a diverse toolkit to navigate challenges and combat scenarios.
- **Interactive Chest/Stash System:** Include a system for acquiring items and rewards through chests and stashes, adding an element of discovery to the gameplay.
- **User-Friendly Menus:** Implement a straightforward main menu and lobby system, ensuring ease of navigation and a seamless player experience.
- **Abstraction Layers:** Utilize abstraction layers for Player Controllers, Game Modes, Player States, and Characters, enhancing the game's architectural clarity and maintainability.
- **Character Unlock Flow:** Provide an example unlock flow for characters, facilitating a structured and rewarding progression system.
- **Data Table Management:** Streamline information management by organizing characters, abilities, maps, enemy

spawns, and elite spawns through data tables, simplifying the customization and fine-tuning of your game elements.

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