



Unreal Engine - Fighter Template v5.0

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Unreal Engine - Fighter Template v5.0: This fundamental Fighter Template built entirely on Blueprints offers a comprehensive gaming framework. The primary aim of this asset is to provide you with the tools to create your own fighter game. This asset includes the essentials of a Fighter Game, such as Character Selection, Map Selection, and more. The system utilizes data tables, enabling you to set up your characters within seconds quickly. Currently, it only operates on a local machine. It can be played with 1 keyboard and 1 gamepad or 2 gamepads. Since it's built on a proper game framework, you can easily modify the system and implement your features with basic blueprint knowledge.

- Create your characters and maps with data tables in seconds.
- Character/Map selection screens.
- Full Gamepad support: Can be played with 1 Keyboard, 1 Gamepad, or 2 Gamepads on the same PC.
- Basic fighting mechanics.
- Basic win conditions.



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