



Unity Asset - Stats 2 Game Creator 2 by Catsoft Works v2.6.16

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Unity's default render pipeline is known as the Built-in Render Pipeline, providing a general-purpose rendering solution with limited customization options. The Universal Render Pipeline (URP) is a Scriptable Render Pipeline designed for quick and easy customization, enabling the creation of optimized graphics across various platforms. On the other hand, the High Definition Render Pipeline (HDRP) is another Scriptable Render Pipeline specifically tailored for producing cutting-edge, high-fidelity graphics on high-end platforms.

Module Requirements: Game Creator 2

Elevate your game development experience by crafting your personalized RPG system with the help of this module. Compatible exclusively with Game Creator 2, it empowers you to design custom character classes, formulas, status effects, and more.

- **Character Classes:** Define character traits categorized into two types - Stats and Attributes.
- **Stats:** Quantify a character's skill proficiency.
- **Attributes:** Establish values within a range, encompassing attributes like Health, Mana, or Stamina.
- **Status Effects:** Introduce positive or negative ailments that dynamically influence the character throughout their existence, allowing for stacking effects. For instance, a Poison status effect can inflict damage on the affected target while active.
- **Formulas:** Leverage potent mathematical expressions to interconnect stats and attributes from diverse sources, generating outcomes applicable in various scenarios.

Examples of Formula Usage:

- Calculate enemy damage based on their defensive values.
- Implement skill checks for actions like lockpicking.
- Determine character progression linked to their level.

Progression Tables: Aid designers in computing values from a chart, commonly used to derive a character's level from accumulated experience.

Stat Modifiers: Adjust specific stats by a fixed amount or percentage, showcasing versatility in character development. An included example demonstrates how equipping a sword can increase the Strength stat through a stat modifier.

Save and Load Functionality: Seamlessly integrates with Game Creator's visual scripting, providing built-in support for saving and loading game states.

Included Package:

- Source code for customization.
- Examples and templates to expedite your development process.

This module not only enhances the depth of your RPG creation but also ensures compatibility and ease of use with Game Creator's visual scripting. Elevate your game development journey with the comprehensive features and functionalities offered by this module.



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