



Unreal Engine Blueprints Daily Life AI (Engine version 4.24- 4.27, 5.0)

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Unreal Engine Blueprints Daily Life AI: Introducing a revolutionary NPC system that breathes life into your world with minimal coding required. With a dynamic day/night cycle, NPCs' behaviors adapt according to the time of day, enhancing the realism of your environment. They will relax, sit on chairs, lean against walls, or socialize when they have no other tasks, work during specified hours, and sleep according to the designated hours. The newly added hunger system makes NPCs search for food when hungry, adding even more depth to their daily routines. The drag-and-drop functionality requires only basic knowledge to implement, and the simple behavior tree facilitates the expansion of the pack, saving you hundreds of hours and bringing unparalleled depth to your RPG or any environment requiring NPCs to lead realistic lives.

- Dynamic Day/Night Cycle
- Relax: NPCs sit on chairs, lean against walls, or socialize when they have no other tasks
- Work: NPCs engage in work during specified hours
- Sleep: Assign beds to NPCs, and they will sleep according to the designated hours
- Eat: Hunger system added; NPCs seek out food when hungry
- Drag & Drop Functionality: Requires only basic knowledge to implement
- Easy Animation Integration: Add your animations and behaviors effortlessly
- Simple Behavior Tree: Facilitates the expansion of the pack



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