Unreal Engine - Action-Adventure Movement System v1.3.3

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Unreal Engine - Action-Adventure Movement System v1.3.3: Introducing the Action-Adventure Movement System, a versatile and flexible solution for 3rd person games designed to enhance your character's abilities easily. This blueprint-based system is perfect for RPGs, action-adventure, platformers, or ARPG games, offering a wide range of dynamic actions that can be seamlessly integrated into your project.

With this system, you can empower your character with a diverse set of abilities that will transform their gameplay experience:

- Sprint to cover vast distances quickly.
- Parachute safely from heights or access unreachable areas.
- Dive into underwater environments with swimming mechanics.
- Swing through the skies using a versatile grappling hook.
- Master wall running, sliding, and jumping for acrobatic maneuvers.
- Interact with switches, push objects, and ride moving platforms to solve puzzles and explore new areas.

Technical Details:

- Movement System: 1 Actor Component, 6 Interfaces, 14 Movement Actors
- Interaction System: 9 Interactable Actors, 3 Triggers, 4 Traps/Obstacles
- Demo Level: 6 Demo Level Actors
- BONUS: Modular Elevator System V1.0: 2 Interfaces, 8 elevator types, 3 Call trigger types
- Input: Keyboard, Mouse, Gamepad
- Network Replicated: Yes
- Supported Development Platforms: Windows, Mac

- Double Jump
- Grappling Hook
- Slidable Slopes
- Wall Running
- Sprint
- Crouch
- Dodge
- Evade
- Dash
- Vault
- Climb
- Wall Jump
- Slide
- Swim
- Zipline
- Beam Walk
- Parachute
- Ladder Climb
- Push Objects
- Push Over Objects
- Simple Interact System
- Doors
- Modular Elevator System V1.0 Integrated
- Traps, Obstacles, and Moving Platforms

- Teleporter
- Popup Widget
- Camera Sequence
- Network Replicated

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