



## Unreal Engine - Defender Animated Dialogue System

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### Unreal Engine - Defender Animated Dialogue System:

Introducing Defender: Animated Dialogue System, an intuitive and highly adaptable dialogue creator designed for effortless integration into your projects. This system boasts a plethora of features, including typewriter text animation, dynamic dialogue branches with stat requirements, event triggering, character dialogue bubbles, gamepad support, cinematic mode, and much more!

#### Key Operations:

- **Dialogue Creation:** Easily craft dialogues using data tables, offering a streamlined and user-friendly approach.
- **Branching Dialogues:** Create dialogue branches with stat requirements, providing multiple choices for dynamic player interactions.
- **Audio Integration:** Enhance dialogue rows with audio elements, adding an auditory dimension to the immersive experience.
- **Continuation Points:** Seamlessly resume dialogues from a specific row, allowing for nuanced and continuous conversations.
- **Level Blueprint Integration:** Trigger events directly from the Level Blueprint within the dialogue, enhancing overall game control.
- **Character Dialogue Bubbles:** Implement dialogue bubbles above characters, enriching the visual storytelling component.
- **Cinematic Mode:** Activate a custom cinematic mode with blended view targets for a cinematic and immersive storytelling experience.
- **NPC Waypoints:** Add waypoints to NPCs, enhancing their movement and interaction within the game world.
- **100% Blueprint and Well-Commented:** Ensuring accessibility and clarity in understanding and customizing the system.
- **Educational Blueprint Design:** Equipped with numerous examples for a seamless learning experience.
- **Full Gamepad Support:** Ensuring compatibility with gamepad controls for a versatile player experience.
- **Stats for Dialogues:** Incorporate reasoning, manipulation, intimidation, karma, and expand with your own stats for dialogue interactions.
- **Cinematic Bars Widget:** A visual widget to enhance the cinematic quality of your scenes.
- **Component-Based Design:** Utilize in-game components across various projects, thanks to the system's adaptable design.
- **Event-Driven System:** Optimize logic with an event-driven system, eliminating heavy casting operations between blueprints.
- **Partitioned Save/Load System:** A structured save/load system for efficient data management.
- **Additional Features:** Footsteps with surface support, camera tracking volume, NPC AI with behavior trees, fade meshes, and a multi-message feature for effective in-game communication.

Developed over years of game developer experience, this project is a testament to its robustness and adaptability. Dive in, explore the possibilities, and embark on a journey of seamless and captivating dialogue creation!



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