

Description:

Important: add 2 new trace channels (1 for the collectables, 1 for the npc-s) and in the main system, QS_Look at... change the trace channels to the new ones

- Also, for every collectable, and NPC go down to the collision presets (first click on the meshes), and set the [new trace channel] to block, (For the npc: the 2nd new trace channel)
- Change the default character blueprint and the default player controller inside your game mode to BpThirdPerson1 and BP_PlayerController (or change the default game mode to "BP ThirdPersonGamemode1" instead)
- Inside Main system, replace the input events to the desired key
- For no errors after running the program, drag "Destination marker" and "chest" to the level

Dialogue system:

- Dialogues are number coded inside the data table (*-1 means after the character presses that button, quit conversation; 0 means to delete that button; "x": the next answer row name*)
- Example: 112 row name means that the character pressed answer: 1-1-2
- To add a new message after a button, simply name the row (and the ID) to the last message id + the number of the button (eg.: 13(last message)- 2nd button pressed- 132)

Inventory system:

- Change item data: go to the DT_InventorySystem, and change the variable (*Description/Full Description/Max Stack Size/Thumbnail/Item class*)
- Change potion effects/data: same thing (there is only jump/speed potion)
- Slot structure is for shorter item data (*to only have to display the name and the quantity of the slot inside inventory*)
- Item structure: for longer item data (*Max stack size/Thumbnail/...*)
- **Crafting:**
 - to change crafting recipe, go to the BPC crafting recipe component inside thirdP, or change the recipes directly inside the Component

Level system:

- You can modify the xp you need for every level inside a data table

Quest system:

- Interactable NPCs that give you 3 different types of quests (collect/go to.../talk to...)
- you can earn currency/ an item/xp from these quests
- To change the quests: Collectable: copy the other collectables and change their collectable- and item data; Go to...: copy a waypoint, and place it in the map
- If the quest consists of going to the waypoint, untick the "use collectables"

Shop system:

- Easy to add shop list items with quantity and price inside data table

Achievement system:

- Progress of each achievements (and medals when you completed them)
- To change the medals, just go to the "Achievements" array variable in the main system and change/add the achievements, and change the data or add data (it will automatically add the achievement)

IF YOU WANT TO CREATE A BIGGER MAP, SCALE THE NavMeshBoundsVolume TO THE SIZE OF THE MAP (or the last item that has path tracking)

Any question: szucsbenedek72@gmail.com

Report a bug: ask a question, or contact me (but pls don't give a bad rating, just contact me about the problem, i will correct it)