Horror Kit v2.0.1 Changelog (January, 2026)

Added:

- Added the Enhanced Input System support
- Added Horror Kit Settings file which allows you to manage player settings and mechanics
- More sounds added
- Added Spring arm for the flashlight component
- Added a new component - BPC_Interaction
- Added new Footstep material and sound — Metal
- Master materials were created
- Added Health system.
- Added a system for inflicting damage on player.
- And much more

Updated:

- Improved character control system
- Updated AI system
- Updated Door blueprint
- Updated Footstep System
- Updated Pick up and drop item System
- Updated Objective system
- Improved hint system
- Improved interaction system
- Updated functions - Horror Kit
- The game settings system has been updated and a new setting (Controls) has been added.
- The main player widgets have been updated
- The notes system has been updated: you can now set your own image to display when reading a note instead of the background text. This feature can also be disabled with a single checkbox.
- The ladder system has been updated. Now you can adjust the height of the ladder using the parameter.
- The AI model has been replaced with a mannequin.
- And much more

Deleted:

- **Deleted All Blood decals**
- **Removed old version of AI model.**
- **And deleted other not used assets.**

Horror Kit v1.1.0 Update 2 Changelog (September, 2025)

Updated:

- **The character Death Eyes (Killer) has been added back to the Horror Kit, which has been corrected:**
  - o **The Physics asset has been fixed.**
  - o **An Attack Animation has been added.**
  - o **And some bone issues have been fixed.**
- **The main successor of all AI (BP_Enemy_Base) has been changed:**
  - o **Fixed a bug where the idle animation would continue playing after the AI died.**
  - o **Now, weapons carried by the AI are dropped after death, rather than continuing to hold them.**
  - o **You can now change an enemy's attack pattern with a single button.**
  - o **And other minor edits were made.**

Horror Kit v1.1.0 Update 1 Changelog (September, 2025)

Updated:

- **Added unique prefix for files: (example, Texture - T_Body, Material - M_Body, StaticMesh - SM_Body, etc.)**
- **Updated game settings widget**
- **Updated Advanced AI behavior logic**

- And other minor edits

Fixed:

- Fixed folder hierarchy.
- Fixed a bug where it was impossible to close the settings panel
- Fixed an issue where Starter Content was created by default (even if the Saved or Intermediate folder was deleted).
- Fixed a bug where damage was not dealt to the enemy.
- Fixed Physic asset - Character Unknown_Man

Deleted:

- The character Death Eyes were removed due to problems with physics and animations.
- Localization folder removed

Horror Kit v1.1.0 Changelog (September, 2025)

Added:

- Added more sounds
- Added new models
- Added Stamina system
- Added weapon reloading system
- Added hint system
- Added **BPC_Player**, now it stores the main part of variables and mechanics.
    - With it, you can control: Player movement speed, Flashlight parameters, Stamina parameters, etc.
- Added the ability to break boards (with an axe, crowbar or gun)
- Added noise system (Now you can customize the noise for falling objects, or the noise of player steps)
- Added a button to confirm exiting the game.
- Added 2 new fonts
- Added a new blueprint actor: **Locker** where you can hide from AI
- Added new blueprint actor: Ammo you can use it to replenish your pistol Ammo supply
- Added animation system (swinging an axe, crowbar. And animation of a pistol shot)

- Added a **Demo game** to test all the mechanics that are present in the **Horror Kit**.
- Added a new function, that allows you to detect an actor in the player's screen field of view – **LocationBehindActorCheck**
- And much more.

Updated:

- Updated **Player movement** logic.
- Updated **Headbob** System
- Updated **Interaction system**.
- The **L1_Player** code has been completely cleaned and optimized.
- Updated pick up and drop item system.
- Updated screamer system:
  - Updated 2D Jumpscare widget spawn system
  - Added 3D screamer animation system
  - Also added 4 types node of screamer activation:
    - 2D Jumpscare
    - 3D Jumpscare
    - 2D Jumpscare Death
    - 3D Jumpscare Death
- The pistol shooting logic has been reworked.
- Updated the dialogue system code - now you can switch between text effect styles with one button: **Typewriter / None.**
- Updated code in **BP_Note** (Changes were made to logic)
- Updated **BP_Dialogue widget**, made compact and convenient.
- Updated Dialogue system (Now you don't need to overlap with the trigger in **L1_Player** to activate the dialogue script)
- Updated **Skybox** (More customizable)
- Updated **Master UI Widget** (Now it contains the main interface of the game, previously it was all separately in other widgets).
- Updated AI to **version 3.0 Beta**: now it can hear what is happening on the level and explore this place. Also, its player detection system was worked out (the ability to detect whether the player hid in the closet was added).
- Updated location for testing **AI.**
- All widgets have been updated (Now they are all compact and convenient).
- Updated logic for loading game settings.
- Optimized code: **BP_Door, BP_LightSwtcher, BP_Drawer** etc.
- Now one door actor is used instead of two.
- Updated Folder hierarchy.

- **And much more**

Fixed:

- **Fixed a bug, and for which when the player is behind the AI, it started to twitch. That is, it simultaneously did: sees and not see player.**
- **Fixed a bug where you could jump and squat while running, and because of that it would change the player's speed incorrectly.**
  - o **Also fixed a bug where you could run in crouch during that same action.**
- **Fixed a bug where the door would open abruptly when opened by AI.**
- **Fixed all lighting at all levels, now there will be no FPS drops**
- **Fixed some bugs with the game menu**
- **Other minor bugs have also been fixed.**