

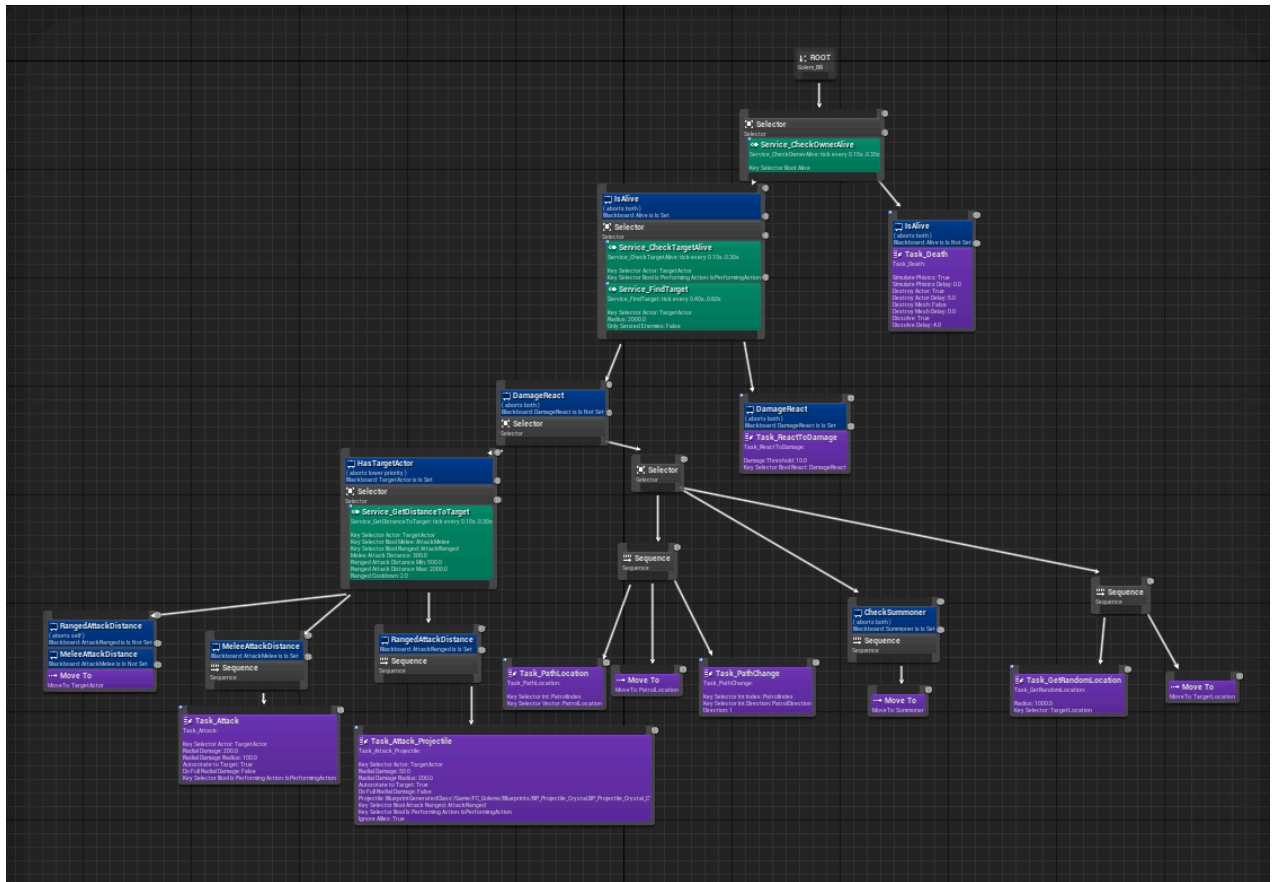
# Fantasy Character With AI: 5 Golems



## Features

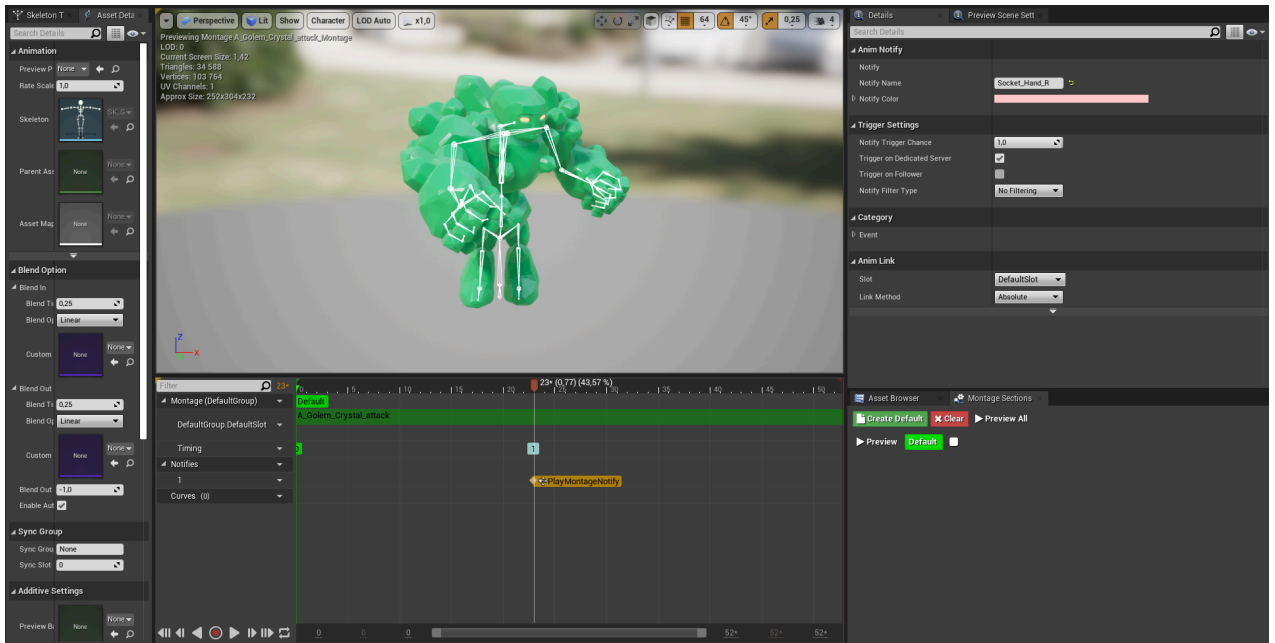
- 5 stylized golem characters with animations, PBR textures, particles, morphs and AI
- All golems can be summoned. Summoned golems will follow the summoner.
- Chance of summoning a friendly golem can be specified.
- Golems can fight along with the player against other characters
- Path blueprint for patrolling AI with none, straight and reverse looping.
- AI can be easily transferred to other characters.
- Summoning spell
- Spawn pentagram that will spawn golems when the player gets close.

## Behavior Tree [Path: FC\_5Golems/AI]



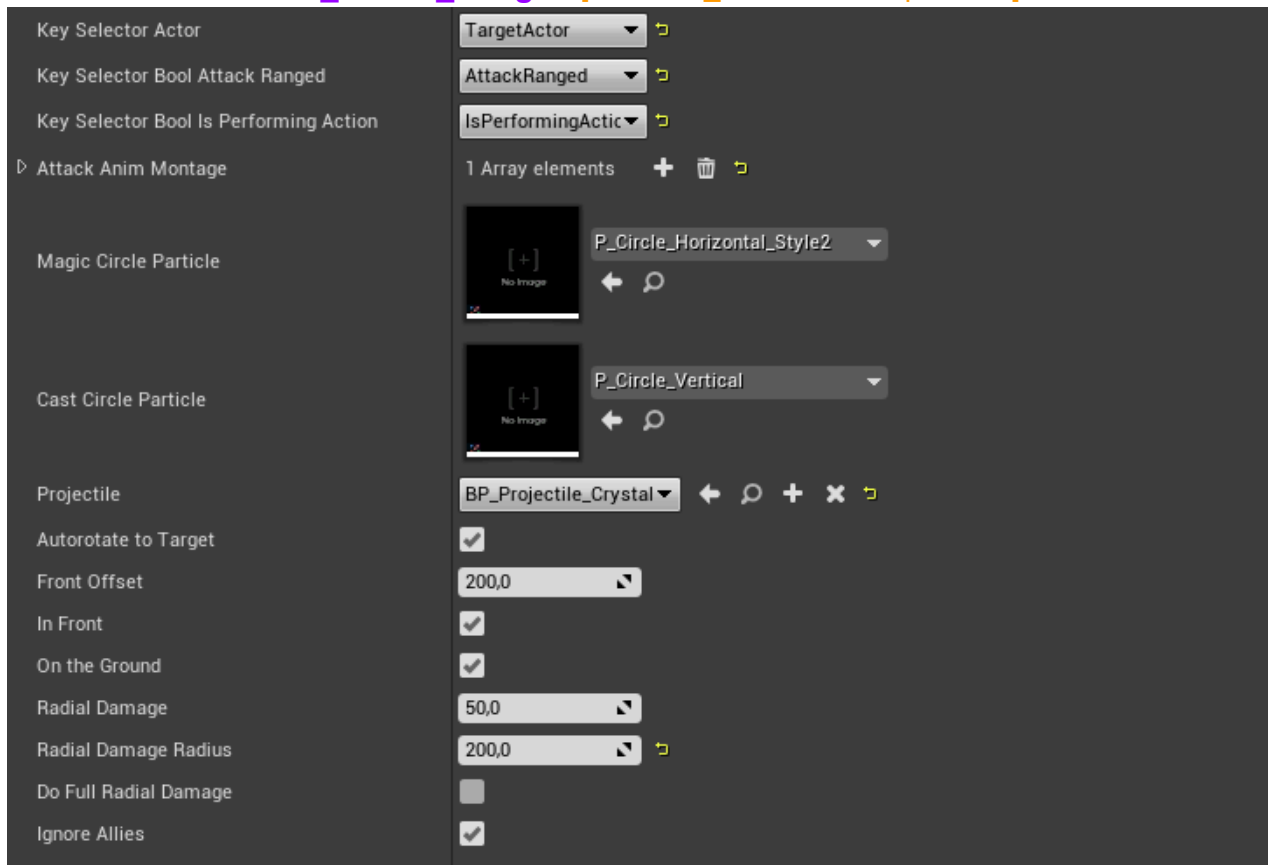
## Task\_Attack [Path: FC\_5Golems/Blueprints/AI]

1. **Key Selector Actor** - NOT for editing
2. **Attack Anim Montage** - enum for animation montage. The animation will be selected at random. Radial damage will be applied on the montage notifier. The notifier must be named to the socket or bone from from which the radial damage will spread.



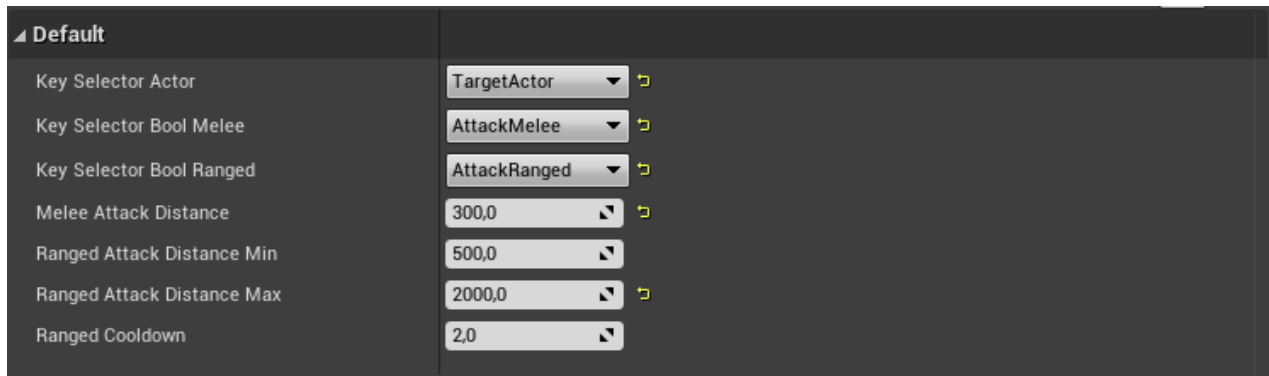
3. Radial Damage - the amount of applied damage
4. Radial Damage Radius - radius for the damage
5. Do Full Radial Damage - will apply full radial damage in the radius instead of decreasing by distance
6. Radial Damage Radius - will rotate character to its target while performing the attack
7. KeySelector\_Bool\_IsPerformingAction - NOT for editing

### Task\_Attack\_Ranged [Path: FC\_5Golems/Blueprints/AI]



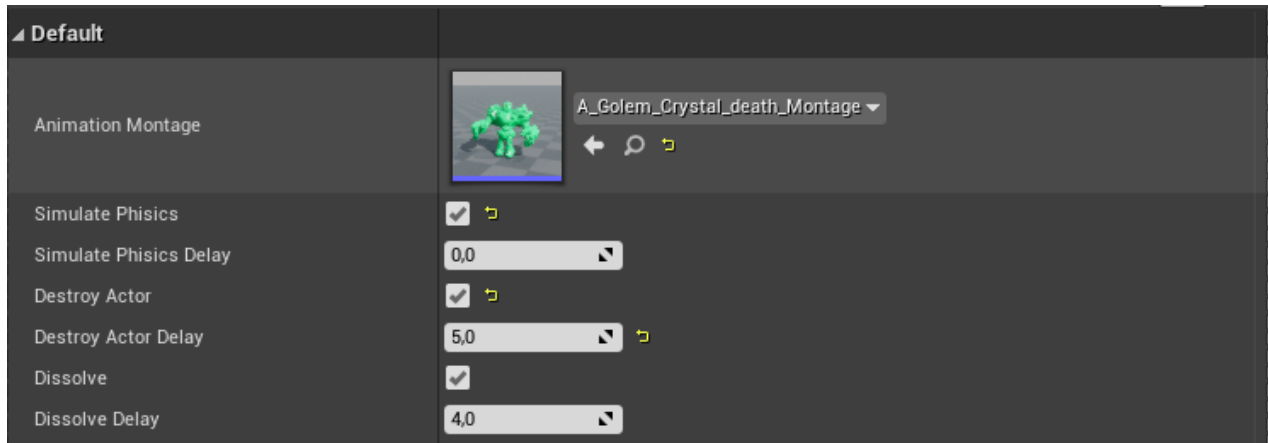
1. **KeySelector\_Actor** - NOT for editing
2. **KeySelector\_Bool\_AttackRanged** - NOT for editing
3. **KeySelector\_Bool\_IsPerformingAction** - NOT for editing
4. **Attack\_Anim\_Montage** - enum for animation montage. The animation will be selected at random. The projectile spawn will happen on notifier. The name of the notifier will be used as a socket for projectile spawn location unless the "InFront" variable is set to true, in which case the projectile will be spawned in front of the caster.
5. **MagicCircleParticle** - particle system spawned at the feet of the caster
6. **CastCircleParticle** - particle system spawned at the spawn projectile location
7. **Projectile** - projectile actor to spawn
8. **AutorotateToTarget** - will rotate the caster to its target while performing the attack
9. **InFront** - will spawn the projectile in front of the caster instead of the socket location
10. **FrontOffset** - the offset for summoning the projectile in front of the caster
11. **OnTheGround** - will summon the projectile (or any actor) at the feet of the caster with front offset and in case of "InFront" is set to "True".
12. **RadialDamage** (BP\_Crystal\_Shard only) - the amount of radial damage
13. **RadialDamage\_Radius** (BP\_Crystal\_Shard only) - radius for the damage to spread
14. **DoFullRadialDamage** (BP\_Crystal\_Shard only) - will do full radial damage instead of decreasing by distance
15. **IgnoreAllies** (BP\_Crystal\_Shard only) - damage will ignore allies

### Service\_GetDistanceToTarget [Path: FC\_5Golems/Blueprints/AI]



1. **KeySelector\_Actor** - NOT for editing
2. **KeySelector\_Bool\_Melee** - NOT for editing
3. **KeySelector\_Bool\_Ranged** - NOT for editing
4. **MeleeAttackDistance** - distance to trigger a melee attack
5. **RangedAttackDistance\_min** - minimal distance to trigger ranged attack
6. **RangedAttackDistance\_max** - maximum distance to trigger ranged attack
7. **RangedCooldown** - cooldown for ranged attack

## Task\_ReactToDamage [Path: FC\_5Golems/Blueprints/AI]



1. **AnimationMontage** - enum for animation montage. The animation will be selected at random
2. **DamageThreshold** - amount of damage at which the interruption will happen at 100%. Lesser damage will give less chance of damage reaction. (NOTE: doesn't do anything and will be removed in future updates) Threshold is set in the AI controller [Path: FC\_5Golems/Blueprints/AI] (**DamageReactThreshold**)
3. **KeySelector\_Bool\_React** - NOT for editing

## Task\_Death [Path: FC\_5Golems/Blueprints/AI]

1. **AnimationMontage** - animation montage to play
2. **SimulatePhysics** - will simulate physics on montage notifier "Simulate"
3. **SimulatePhysics\_Delay** - delay for physics simulation from the notifier
4. **DestroyActor** - will destroy actor after the delay
5. **DestroyActor\_Delay** - delay for destroying actor after the end of the animation montage
6. **Dissolve** - will dissolve the character mesh on the montage notifier "Dissolve" (must have "Dissolve" parameter on materials)
7. **Dissolve\_Delay** - delay from the notifier for the dissolve effect

(NOTE: Sand Niagara particles for the Sand Golem for both death and rise are attached to the animation montage directly)

(NOTE 2: Notifier named "Freeze" will stop all animations)

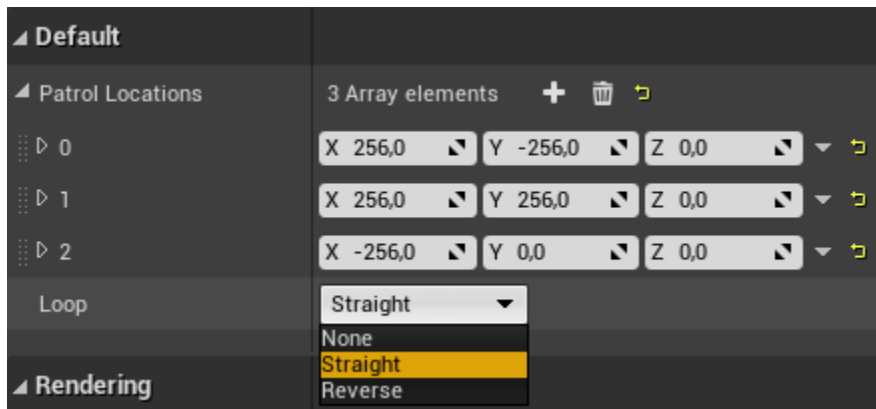
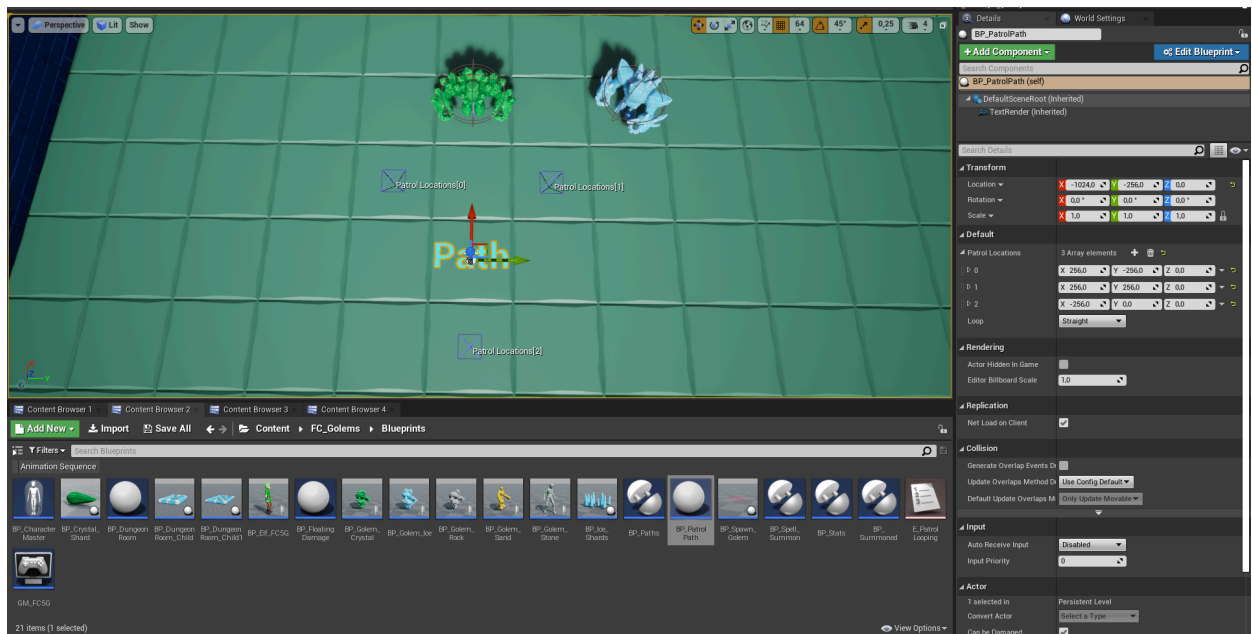
## Task\_GetRandomLocation [Path: FC\_5Golems/Blueprints/AI]



1. **Radius** - reachable radius to get a random point to walk to
2. **Key Selector** - NOT for editing

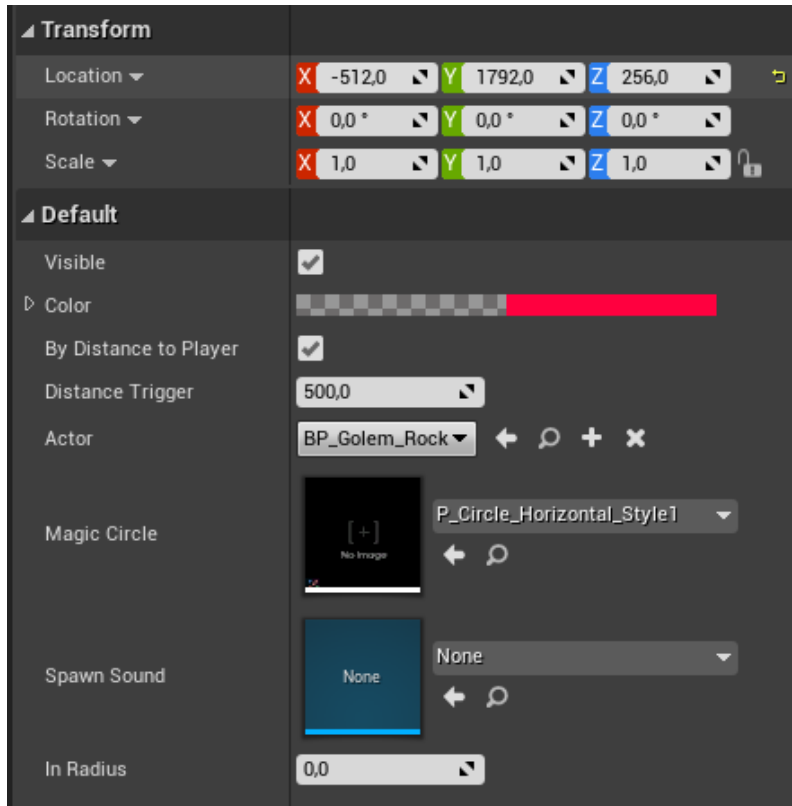
## BP\_PatrolPath [Path: FC\_5Golems/Blueprints]

Blueprint for assigning patrol paths to characters. Characters must have **BP\_Paths** component.



1. **Patrol Locations** - enum for location to patrol. By adding a new entry to the enum a locator will appear that can be selected and dragged.
2. **Loop**:
  - a) **None** - will move from point to point consequently and stop at the last one
  - b) **Straight** - will go to the first one after reaching the last one
  - c) **Reverse** - will go backwards after reaching the last one

## BP\_SpawnCircle [Path: FC\_5Golems/Blueprints]



Open variables:

1. **Visible** - toggles visibility
2. **Color** - changes color of the pentagram
3. **By Distance To Player** - will trigger the summoning when the player is close.
4. **Distance Trigger** - distance at which the summoning will be triggered
5. **Actor** - actor to spawn
6. **Magic Circle** - particle effect for the summoning
7. **Spawn Sound** - sound to play on summoning
8. **In Radius** - radius for the summoning location

## BP\_FloatingDamage [Path: FC\_5Golems/Blueprints]

Blueprint for floating damage numbers. Used by BP\_Stats component.

## BP\_Crystal\_Shard [Path: FC\_5Golems/Blueprints]

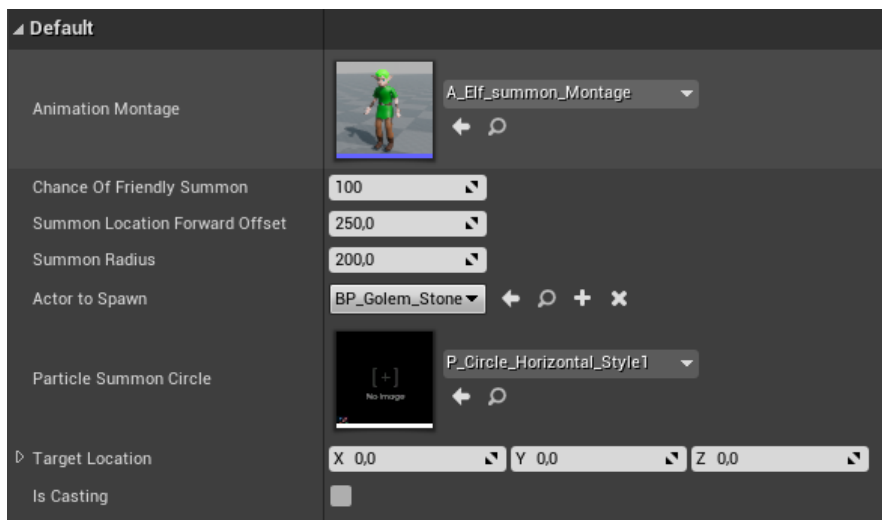
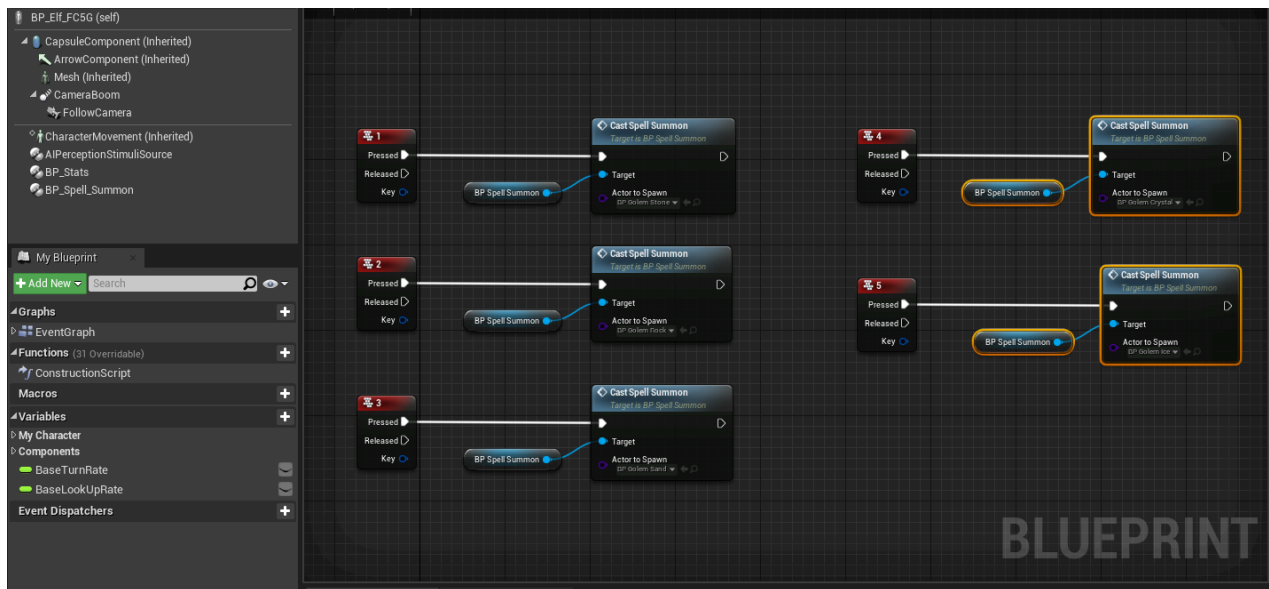
Projectile for Crystal Golem ranged attack. Will automatically match the golems colors.

## BP\_Ice\_Shards [Path: FC\_5Golems/Blueprints]

Blueprint for Ice Golem ranged attack. It spawns more shards blueprints in front of itself, checking if there is space by line trace using the camera channel.

## BP\_SpellSummon (ActorComponent) [Path: FC\_5Golems/Blueprints]

The component can be used to summon golems. Add the component to your character. From the component run event Cast\_Spell\_Summon, set Actor to Spawn in the event.



Open variables:

### 1. AnimationMontage

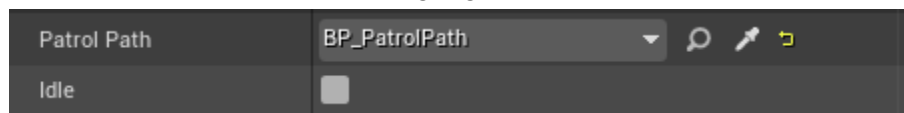
- montage to play. The hands glow particles for the Elf character are attached in the animation montage. Must have "Summon\_Circle" notifier for the circle particle effect, "Summon" notifier for the summoning.

2. [ChanceOfFriendlySummon](#) - chance that determines if the summoned golem will be friendly to the summoner.
3. [SummonLocation\\_ForwardOffset](#) - forward offset from the caster position for the summoning location.
4. [SummonRadius](#) - reachable radius in which the summoning will happen.



## BP\_Paths (ActorComponent) [Path: FC\_5Golems/Blueprints]

Actor component for AI patrolling logic.

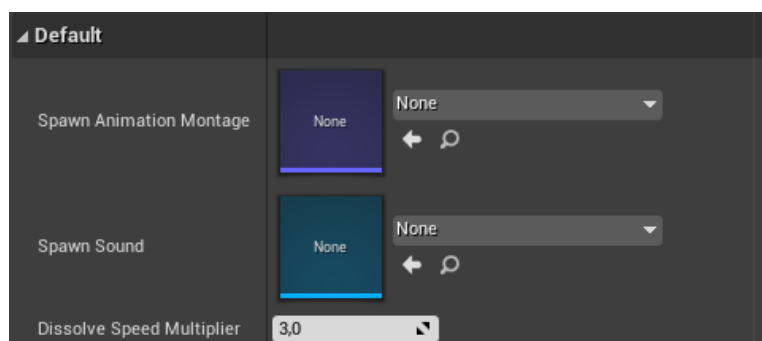


Open variables:

1. **PatrolPath** - BP\_PatrolPath to specify that is placed in the map.
2. **Idle** - puts the character into an idle state until he sees an enemy or attacked.

## BP\_Summoned (ActorComponent) [Path: FC\_5Golems/Blueprints]

Actor Component for the golems. Plays animation montage when summoned and switches AI off for the duration of the animation. Use the “Summoned” event when spawning the golem.

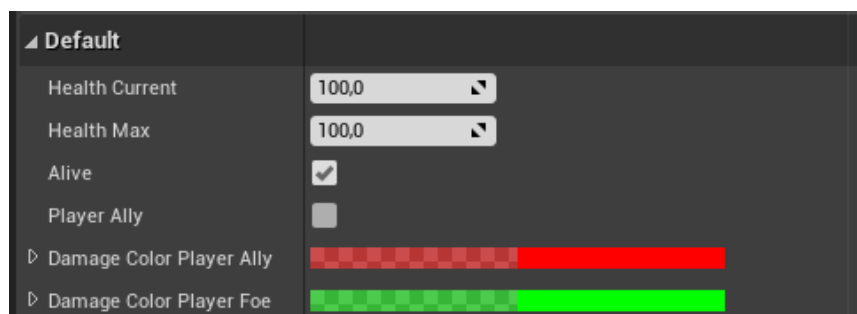


Open variables:

1. **Spawn Animation Montage** - montage to play when the character is summoned.
2. **Spawn Sound** - sound to play on characters summoning.
3. **Dissolve Speed Multiplier** - speed of materialization effect. (“Dissolve” parameter on materials)

## BP\_Stats (ActorComponent) [Path: FC\_5Golems/Blueprints]

Actor Component for character health, alive state and player friend or foe checks. Uses BP\_FloatingDamage for floating damage numbers. **[IMPORTANT]** Every character must have this component for the golems to consider them as friends or foes. When any character dies, the “Alive” variable must be set to “False” to let the golem Ai know the target is dead.



Open variables:

1. **Health Current** - current health of the player.
2. **Health Max** - maximum health of the character (not used by any logic in the pack)

3. **Alive** - sets to false when current health drops to 0 or less.
4. **Player Ally** - sets the character to fight for or against the player.
5. **Damage Color Player Ally** - color of the floating damage if the character is the player's ally.
6. **Damage Color Player Foey** - color of the floating damage if the character is the player's foe.

Additional info:

Use "RecieveDamage" function to pass the damage to the component:

