

Battle Simulator Kit Documentation

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1. Controls

When in a level to place units first select the units image using the left mouse button.

Then press and hold the left mouse spawn to spawn units across the map.

You can remove units by hovering over units which you have placed in the level and pressing the right mouse button. This will remove the from the map

To move the camera around in the level. Use the WASD keys and the mouse to move the camera around.

You can hold the shift key whilst moving to move the camera faster.

Then in some free units select the units image that you want to place with the left mouse button.

To possess a unit in level left click on the unit you want to possess with the left mouse button.

There are two units types : Melee and Ranged

To Attack when you are either unit press the left mouse button.

If you possess a ranged unit you can only attack if you are holding the right mouse button.

To leave a unit press the F key

2. Player Settings

By default the maximum amount of units that each side can spawn on the battlefield is 40. If you would like to change this go to the PlayerCamera_BP, go to the variables tab and look for Player, once you are here select the maximum number of units variable and you can change the number.

If you would like to create a new faction or add certain units to a faction. Head over to the factions variable in the player character.

Here you can rename the faction to whatever you want to call it and add new units. Each faction is allowed a maximum of six units.

2. Game modes

There are two game modes

Two Modes : Sandbox and Campaign Mode

In Sandbox mode you can place as many units as you would like for the enemy team and yourself and watch them fight.

In Campaign mode you will have a set budget which you will have to use to defeat the enemies placed across the level.

Below is a section on how you can create new levels for campaign mode, setting the budget and the units the player will have to fight

3. Creating New Units and Levels

This video covers how to create your own units for the kit and how to create new levels using the kit.

https://youtu.be/_YlsF6wPkc8

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