

Survival Horror Action

Feature And Update Lists



Features

1. 5 gun type : <https://youtu.be/4Omaly6QjjE>

Create new weapon and item data table explanation : <https://youtu.be/Fo1fcvCNcKA>

Create new pistol and weapon anim blueprint : <https://youtu.be/9p3GWuP0A0Y>

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2. 6 bullet type
 3. 4 bomb type
 4. Actor camera sequencer : <https://youtu.be/bU6WzfQBb3Q>
 5. Crafting : <https://youtu.be/8tcg680TA7o>
 6. Damage Area collision : <https://youtu.be/rxBhuApmObQ>
 7. Jump board : <https://youtu.be/QlhAkQ-clsk>
 8. Actor progress bar : https://youtu.be/Z_tgieOWb_g
 9. Save : <https://youtu.be/LHb6zuzxBNc>
 10. Warehouse : <https://youtu.be/CKcxkY9674w>
 11. Shop : <https://youtu.be/oxaXz9VQ-xg>
 12. Upgrade : <https://youtu.be/3JHDto8O7i0>
 13. Health bar : <https://youtu.be/7Z3xeP6vcg4>
 14. AI : <https://youtu.be/xGHvxuQuGFY>
 15. Share warehouse : https://youtu.be/Esx_SyRv-b8
 16. Recoil
 17. Physics
 18. Damage reduction depends on the distance
 19. Different hit effects depend on Physical material
 20. Different footprint effects depend on Physical material
 21. Falling damage : <https://youtu.be/YEI8oT39Ow0>

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22. Burnt
 23. Movie player : <https://youtu.be/ei8BA4qtgw>
 24. Support multi
 25. Inventory system
 26. 100% Noise system
 27. Dead screen
 28. Rescue by a friend
 29. Crosshair
 30. Hit crosshair
 31. pause menu
 32. pickup menu
 33. Quick slot
 34. Game options
 35. Equip another ammo
 36. Apply damage, dead
 37. Weapon upgrade
 38. Toggle fps/tps
 39. Weight system
 40. Select enemy on screen : <https://youtu.be/-p3tvCy0npl>
 41. Lock-on
 42. Find the farthest actor, Find the closest actor, Get the left actor, Get the right actor

43. 1-5 inventory item icon

44. Flashlight

45 Left hand grip

Update 1

46. New shooting type sniper data table added

47. New reload type shotgun data table added

48. Top down camera change actor : https://youtu.be/PepTKQw_9Og

49. Decal material type is changed

50. Death animation is added : <https://youtu.be/23GUbAuwqdo>

51. You can change bullet type or reload inside inventory

52. Lumen is moved to game option

53. Silencer is added

54. Armor is added : <https://youtu.be/6l5onZQ1QWA>

55. Attachment system has been implemented : <https://youtu.be/uB-ny86pQXA>

56. Item price is different depending on the endurance of the item.

57. Repair - you can make ingredients for repair. : <https://youtu.be/qacs66Bvf64>

Update 2

Tutorial : https://youtu.be/dp2_Z7aJTEs

58. Vaulting

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- 59. Swimming Locomotion
 - 60. Rolling
 - 61. Bomb
 - 62. Player Dash
 - 63. Suicide Enemy
 - 64. Screaming Enemy
 - 65. Character, Quest, File, Map, Craft, Skill Widget added
 - 66. Weapon Slot added
 - 67. Item Popup Information Widget added
 - 68. 3 more pistol slot added

Small Update

Tutorial : <https://youtu.be/BCposp9nJWU>

- 69. Knife slot added
- 70. The visibility of weapon parts has been changed.
- 71. First Person view upgrade.

Update 3

- 72. Item spawner. : <https://youtu.be/jgOajbNbhfY>
- 73. Enemy spawner. : https://youtu.be/Rrk_YpcWlf0
- 74. Can fire without aiming, high recoil and low hit rate. : <https://youtu.be/bcJHKiAYUd8>

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- 75. Witcher style lock on mode. : https://youtu.be/z6s8_P4t5yU
 - 76. Guard. : <https://youtu.be/SGSINnjwQ78>
 - 77. Sword combat system. : <https://youtu.be/BjocnB9O8Ck>
 - 78. Stealth attack. : <https://youtu.be/C1zcSbxNzvU>
 - 79. Counter attack. : <https://youtu.be/tNBULBDHMHg>
 - 80. Enemy dash skill. : https://youtu.be/k_VH6kW2p
 - 81. Save the player's inventory when they died. : <https://youtu.be/Nzvi8hVQCH8>
 - 82. Item inspection. : <https://youtu.be/v-ZG5PrvloA>
 - 83. Reduce endurance of weapon parts. : <https://youtu.be/TvdEGznxRV8>
 - 84. Intrusion system like dark soul.
 - 85. Armor upgrade. : <https://youtu.be/gU032kjhAdM>
 - missing tutorial for armor upgrade : <https://youtu.be/o2yCfOUpoZk>
 - 86. Equip weapon parts in inventory. : https://youtu.be/W5bEak_qaYY
 - 87. Keypad. : <https://youtu.be/n5lJeP0JTUA>
 - 88. Parts endurance can affect sales price. : <https://youtu.be/P9-1LIISZCE>

Update 4

- 89. Radial Menu : <https://youtu.be/UqsnV6ltkso>
- 90. Distance measurement tool : <https://youtu.be/200RfoYKNig>
- 91. Look enemy when attack : <https://youtu.be/V5b9QtLoH6g>

92. Rolling rotation fixed

93. Item transform added

<https://youtu.be/sTe9Rlx8jLU>

94. Bow : <https://youtu.be/8qBZOWTrr84>

95. Door update : https://youtu.be/edmZvO_rjbc

96. Lock : <https://youtu.be/vTdXXMtkPeU>

97. Item drop when enemy died : <https://youtu.be/8gdyZOPSL4Q>

98. Item add message

Update 5 : Please volume up when you watch this tutorial. Recording mic is strange...

99. FSR DownLoad : <https://gpuopen.com/unreal-engine/>

100. DLSS DownLoad : <https://developer.nvidia.com/rtx/dlss/get-started#ue-version>

FSR N DLSS Tutorial : <https://youtu.be/VQYCcPtZMg8>

FSR Test : <https://youtu.be/xFTkNP61jSM>

101. Different camera distance per different character : <https://youtu.be/BCRAel9nlqo>

102. DisableAllScreenMessage in game instance : <https://youtu.be/Jt1DaviQADw>

103. Knock Back : <https://youtu.be/l8OffidK01Y>

104. Execution prototype : <https://youtu.be/JWIRkPTB2Aw>

105. Counter, Stealth Target Animations fixed : <https://youtu.be/pnuxQ0Ad-bl>

106. Switch and bulb : <https://youtu.be/y7pGrznTxt4>

107. 2 type elevator : <https://youtu.be/C83v3bC6X24>

108. Zipline : <https://youtu.be/e9B0O1X1Mws>

About Enemy : https://youtu.be/APnhExEe_D8

Update 6

Bug Fix :

Open and Close inventory bug fixed.

Loading Error of default weapon data table is fixed.

Bomb bug fixed

109. IP Connection for multi test : <https://youtu.be/QiEvbXI8t-g>

110. Chat System : <https://youtu.be/t4JsOyweT64>

111. Party System : <https://youtu.be/3lHmapjX3e8>

112. Skill base system : <https://youtu.be/fg01UBMCKCc>

113. Skill point item added : same with skill base system

114. Fighting : <https://youtu.be/LsuuTBX-Pbw>

115. Abnormal condition : <https://youtu.be/2CS5Sk42EsU>

116. PvP Setting : https://youtu.be/njV_jx1hUzc

117. Arrow Damage depend on full draw or not : https://youtu.be/N1mFO9_fs_Y

118. Enemy type : <https://youtu.be/4UX25bocacI>

Update 7

Bug Fix :

Plugin Assets fixed.

119. Subtitle : <https://youtu.be/2GexQ7d5TGY>

120. Quest system prototype

121. Document : <https://youtu.be/t7ZO1Nu1k2c>

122. Dialogue : <https://youtu.be/MrsTTDCXd2Y>

123. Enemy Upgrade : <https://youtu.be/56O3jeYiBB8>

124. Quest Enemy Spawner and Quest Item Spawner : <https://youtu.be/5-A-9wzrOQ>

125. Desire : <https://youtu.be/b00rNStZBxY>

126. Buff : <https://youtu.be/qpLWMMoCxLs>

127. Rotation_Notify for special attack : <https://youtu.be/qtN3i280OiY>

128. Shielded enemy : <https://youtu.be/Vil4bTasV0s>

Quest Tutorial :

Start quest : <https://youtu.be/ypAlVWPBvXc>

Proceed quest : <https://youtu.be/lkZMgUDYtEo>

Kill Demon : https://youtu.be/9BxMVtu_-lU

Delivery letter : <https://youtu.be/SXd10DdDrz8>

Time quest : <https://youtu.be/wD4ODixz3eQ>

Missing Tutorial

Inventory bag counts :  SurvivalHorrorAction Inventory Bag

Change enemy mesh :

Change Enemy's mesh with monster : <https://youtu.be/Ax183Nz2DKg>

Healing potion amount : <https://youtu.be/Evt5ij8UNhM>

Footprint effect : <https://youtu.be/20HbE07Fayl>

Making new level : <https://youtu.be/KThHrw37AO4>

Hit effect : <https://youtu.be/CfwOODxj5Cs>

Update 8

129. Different max walk speed per enemy : <https://youtu.be/AlmGPNWiXQw>

130. Dialogue improved : <https://youtu.be/gUswuemg46l>

131. Animal enemy : <https://youtu.be/9hcu04l8dnA>

132. Special attack transform : <https://youtu.be/QvLV0He4d5k>

133. Enemy attack speed and damage : <https://youtu.be/KkzgWKDtxkk>

134. Middle boss berserker : <https://youtu.be/QSMq6CkdhvE>

135. Power attack : <https://youtu.be/u21dd2npjg8>

136. Transform system : <https://youtu.be/WVneqryGk3l>

137. Building prototype : <https://youtu.be/hCAE6HpLMGY>

138. New quest type and quest activator : <https://youtu.be/YfzzhVOkkVc>

139. Level sequencer player : <https://youtu.be/2ghvmTTFEk4>

140. Ready for posses : <https://youtu.be/pzBiZS9bgdA>

Modification

- bug fix : save user name

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- bug fix : load system
 - bug fix : head shadow in fps
 - enemy when move to player. accept distance : <https://youtu.be/kZBdwu5Rv5o>
 - spawner each transform, collision size : <https://youtu.be/90347U96KOU>
 - middle boss and boss - just variable bool : <https://youtu.be/7xHcsKhyl7E>
 - Enemy Spawner and item spawner support multi save slot :
<https://youtu.be/fTs6QnxDtaU>
 - side step when lock on mode : <https://youtu.be/j0GWSm4YZII>
 - Construction mode : <https://youtu.be/M6ezZN1LQIA>

Update 9(Only for 5.1)

Bug fix : warehouse bug fixed.

Current DLSS does not support 5.1 - I will fix this later.

141. Item, Enemy, Warehouse support different level : <https://youtu.be/bNWZzx3kwak>

142. When construction mode, you can adjust grid size : <https://youtu.be/9-RVrtmtN1s>

143. Enemy patrol path with spline : <https://youtu.be/sTZaTINMXdE>

144. Zombie wave spawner : https://youtu.be/8uEkzk_YoiE

145. Attack distance for every attack : <https://youtu.be/xBqAnYxtjlc>

146. Flying patrol path with spline(Landing Distance) : <https://youtu.be/hk-Pz5PhRgw>

147. Camera location in third person : <https://youtu.be/RkHMjmiDnW4>

148. Vehicle : <https://youtu.be/0Do2XX2jp98>

149. Zombie grab you : <https://youtu.be/NVsLt7lcLRc>

150. Treasure box : <https://youtu.be/9qjfdKKzcKE>

Update 10(Only for 5.1)

- 151. Move back animation array : <https://youtu.be/pRFFjl4PA7A>
- 152. When zombie bite, move zombie instead of player
- 153. Horse : <https://youtu.be/YVZGGa8whxI>
- 154 : When use item, play animation : <https://youtu.be/8uqS9xrxYFg>
- 155. You can place Potion, Book, Hunger Potion, Thirst Potion, Item Buff, Transform Scroll in Quick Slot. : <https://youtu.be/GPgOiB-uJZU>
- 156. Physics door and Animated Door : https://youtu.be/cSV_94Y56vE
- 157. Change input action to Enhanced input
- 158. When player go far away from enemy, Enemy will return to patrol : <https://youtu.be/ErbkJSBPb1A>
- 159. You can select release aiming or not, when hit : <https://youtu.be/L04mW4CZWUw>
- 160. Proficiency Prototype : <https://youtu.be/HKD2NEifqd4>
- 161. Enemy can fight each other : <https://youtu.be/ZYnnVEgywI>

Update 11(Only for 5.1)

- 162. Show current activated quest : https://youtu.be/urrm_sYHOi4
- 163. Hide zone : <https://youtu.be/sIKtyieyPik>
- 164. Road Kill : <https://youtu.be/t7NZL64TYGE>
- 165. Crouch : <https://youtu.be/DsIS1LvQF8U>
- 166. Related Hit Animation : https://youtu.be/_5q2fmLu6kU

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- 167. Break Grab : https://youtu.be/3kl_z3vLR0s
 - 168. Trap : <https://youtu.be/n8E8XAQc9fc>
 - 169 : Skill Added : <https://youtu.be/w3C2avRMG08>
 - 170. Walk Noise : https://youtu.be/0w_v39lxpts
 - 171. Building Upgrade : <https://youtu.be/qLq9LXbYMIQ>
 - 172. Additional mesh rotation for camera location feature : <https://youtu.be/xMprlCeg4Rc>
 - 173. Abnormal Zone And Cure Abnormal Condition : <https://youtu.be/PNXDCxmeVD8>
 - 174. Archer and Shooter Modification : <https://youtu.be/fSNpfZZ9m8Y>

Bug Fix(Only for 5.1)

When you crouch, There is no foot noise.

Desires have been moved to AC_Desire

Quests have been moved to AC_Quest

Enemy knock back distance : https://youtu.be/ILcXqb6_whU

Update 12(Only for 5.1)

- 175. Harvesting plants : <https://youtu.be/RDzqpGOIWcg>
 - 176 : Tiredness : <https://youtu.be/cnd3OxXtxCs>
 - 177. Stamina : <https://youtu.be/kOKouVjzOVI>
 - 178. No Pickup Widget : <https://youtu.be/IXOmIJDfwwk>
 - 179. Gliding : <https://youtu.be/BwFLLf2O7EU>
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- 180. Body Temperature : https://youtu.be/b_V8zgoD_BY
 - 181. Circle Desire Widget : <https://youtu.be/tJwVnMIWIDM>
 - 182. Treasure Box From Item Spawner : <https://youtu.be/4X5Vs1xCDDM>
 - 183. Sleeping : <https://youtu.be/n3ChPoxTgY>
 - 184. Weather Controller : <https://youtu.be/3Jw6nSqa40s>
 - 185. Cloth for Weather : <https://youtu.be/1V7FCNwT3Ds>
 - 186. Local Weather : https://youtu.be/fDMaRH_m-sw
 - 187. Patch for Ultra Dynamic Sky : <https://youtu.be/aleeg6EqcDw>
 - 188. ReSpawn Point : <https://youtu.be/Jd4A3Zgiyw>
 - 189. Rolling Attack : <https://youtu.be/sIHjGL9rMWI>

Update 13(Only for 5.1)

- 190. Charge Attack : <https://youtu.be/IHJT86LyMD4>
 - 191. Skill Added : <https://youtu.be/edTu8GTkipc>
 - 192. Circle Desire Bar, Percentage Circle : <https://youtu.be/s0YMBBETG0U>
 - 193. Car Temperature bonus : <https://youtu.be/oddtjBNRLHc>
 - 194. Circle health bar, Circle stamina bar : <https://youtu.be/nCbB50vtSrQ>
 - 195. Fishing prototype : <https://youtu.be/-MhJtWccBfE>
 - 196. Pose Warping : https://youtu.be/R_ma-fp-dGo
 - 197. Fuel : <https://youtu.be/RRREfqAAXAI>
 - 198. Field temperature bonus : <https://youtu.be/C8FReply2X4>
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199. Wood stove : <https://youtu.be/XpsYmYBIYQU>
200. Oil stove
201. Disable nav zone : <https://youtu.be/42jNwUbr5QQ>
202. Low health locomotion : <https://youtu.be/ksxyYSOfn4o>
203. Crawling : <https://youtu.be/dmo3n5BuSql>
204. When falling, you can glide : https://youtu.be/TMoYDd_rztU
205. Torch and lantern : <https://youtu.be/qawNhiuP7oM>
206. You can combine fuel in inventory and you can fill fuel to lantern from jerry can :
<https://youtu.be/DkK9jXwLhho>
207. Torch and lantern will keep reducing endurance and fuel when activated :
<https://youtu.be/5h4pgLAXfyc>
208. You can select preferred arrow from inventory and Preferred arrow will be equipped automatically, when you equip bow : <https://youtu.be/OA1e424qPwA>
209. Arrow equip order : <https://youtu.be/55HO8ohpnL8>
210. Fill fuel progress bar, filling sound, split in half fuel with middle mouse button :
<https://youtu.be/tsEaXZ4rrG4>
211. Inventory scene has been disconnected : <https://youtu.be/QcWJ7B8qfGY>
212. You can split fuel of jerry can, you can split fuel of lantern :
<https://youtu.be/jf-C5XiqgDQ>
213. If you equip lantern, you can fill fuel from BP_FuelCharging :
<https://youtu.be/D4LERv4NKqw>
214. Skill added : <https://youtu.be/QZ4l4fCMHC0>
215. O2 : <https://youtu.be/55pSFyG1hV0>
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216. Diving

217. Climbing : <https://youtu.be/sZLobbefjs4>

218. Item Default effect when spawned : <https://youtu.be/kFzIlepV-I>

Update 14(Only for 5.1)

219. Different idle for charge stage : <https://youtu.be/i2rAdq0zL8I>

220. Cooking prototype : <https://youtu.be/8jYjCasxscA>

221. World game time : https://youtu.be/Xbb_FdIZIt8

222. Food spoil : <https://youtu.be/kKdlZZilPTg>

223. Simple mining : https://youtu.be/GiPX_cP2M-s

224. Lambo : https://youtu.be/o00ZeL_wzwU

225. Accuracy penalty for torch shoot : <https://youtu.be/rRXwjH3V83M>

226. Cutting wood prototype : <https://youtu.be/4nIWfR-p28I>

227. content weight : <https://youtu.be/M7F9Wbky5yw>

228. Open construction menu with hammer : <https://youtu.be/rdEVe0AHDwQ>

229. Cooked Food : <https://youtu.be/O80n6tDU2Gw>

230. Item buff added : <https://youtu.be/K0L9TEtZxpc>

231. You should watch this : <https://youtu.be/5Yr5Bi88Aak>

Update is finished. https://youtu.be/yBD_gwbKF24

Update 15

232. Vehicle Upgrade :

233. Some node moved to component : <https://youtu.be/hf77-8lnW9o>

234. Throw bomb to crosshair even if not aiming :

235. Building upgrade : <https://youtu.be/FxWoN4Xka8g>

236. Preferred nav zone :

237. When npc listen over 0.5 noise and stay is not true, run away :

<https://youtu.be/HS6TPYtnq9o>

238. Wanted system prototype : <https://youtu.be/ifnH6bGmXKo>

239. Ultra dynamic sky patch :

234. Follower prototype : https://youtu.be/GwyM_cM83hM

235. Water charging : <https://youtu.be/GS4xgBnNbRs>

236. Bag item has been changed : <https://youtu.be/57La0l8VcRc>

237. When shoot bullet to enemy, blood decal will be spawned in back side wall or floor :

238. When died, play dissolve niagara : <https://youtu.be/yJRMiqcQddw>

239. Weather like snow will be happen only winter : <https://youtu.be/xeDMpaUb3Rg>

240. World time support dynamic ultra sky : <https://youtu.be/A0OsvNFYXII>

Tutorial : How to change skeletal mesh of horse : <https://youtu.be/qoVTeoag7Bs>

Use Socket for horse : <https://youtu.be/drME44CtOwk>

I removed sound asset.

Final Feature : <https://youtu.be/dweOKBcslcU>

Vehicle and Horse : <https://youtu.be/4DIU-QZPh3k>

Recent update and modification : <https://youtu.be/3TTx1EyZcVs>

Missing : https://youtu.be/iHm_1nS3OEo

Farming : n<https://youtu.be/ZxS-cPIJA4g>

Modification : <https://youtu.be/syCFbHFup0M>