Quick Product Brief

TDsim X.1 - Base Framework

Specpixel Entertainment & Specpixel Outsourcing
A professional publisher/developer, from Melbourne Australia. We are a small group of game developers, who together have over 20 years of experience in the industry, always working together to bring the best out of our projects, for the rush we get out of people enjoying our content. ACN: 653 074 956

[Quick Start Open Support Ticket](#) - Need assistance? Send us a message!
Email - business@specpixel.com

Legal Notes & Guidelines
The purpose of the Marketplace is to provide high-quality content to Unreal Engine developers for their commercial projects or educational purposes, and the aim of these guidelines is to make obtaining and distributing great Unreal Engine content easy and beneficial for everyone. Although we'll always do our best to work with sellers to resolve any issues, products may be rejected at any time for failure to meet the criteria outlined in these guidelines. Violation of these guidelines may result in actions against an account, including, but not limited to, removal of products, suspension, or termination of seller/customer accounts. These guidelines are subject to change. Please be sure to review these guidelines often. For More Visit: https://www.unrealengine.com/en-US/marketplace-guidelines

Features:

4 player co-op or solo play experience. Progression, Earn/unlock unique skins (10 per class) A large variety of weapons (currently over 50) An advanced class progression system. A wave-based horde system, controlling the spawn rate of zombies. Also the ability to see what gate the waves are coming from. Advanced in-game administration menu/gamemaster menu; Spawn in weapons for yourself or other players, enter admin mode, toggle FPS counter, place mines, spawn all types of AI, kick players off server/lobby. Basic multiplayer chat system, ability to type to other players, and identify others via in-game username/player tag. An advanced main-menu system, plus the ability to change in-game settings in the menu or in-game. Full in-game HUD system, player health system, AI health/damage system ability to kill using weapons or mines.

TDsim X.1 - Base Framework "Top-Down Simulator"

is an advanced framework, optimized for high-performance networking, a framework with hundreds of features, and endless possible configurations.

A simplified framework, of Specpixel Entertainment's video game Living Dead, purchase the TDsim X.1 framework from the marketplace or license out the full framework, used within the Living dead game for further content and assets.

Core Functions: (TDsim X.1 - UE4 Marketplace Version)

✔️Character Setup: Select skins/presets from a variety of options, around 10 skins per class of characters.

✔️Building System: Construct barriers and or turrets to fight off the AI, and build your own base.

✔️Networked: Blueprint all networked, ready for multiplayer use on listen servers / dedicated servers.

✔️Code Comments: The majority of all project code is well commented in [English] using user friendly language.

✔️Player Progression / Levels: An advanced player progression system, allowing for players to move up In Level.

✔️Social: Thought out UI system, ready player queue system before match starts, plus lobby invite system.

Core Features / Functions

TDsim X.1 is a fun co-op wave-based 3D shooter from a top view perspective. The Game takes place in a simulation of a zombie shooter and the goal is to survive as many waves as possible or beat them all. Each wave becomes more difficult than the previous one. TDsim X.1 is a stripped-down template version of the Specpixel Entertainments in-house framework, in-particular this framework was used in the Living Dead game, published by Specpixel Entertainment PTY LTD.