

Code Examples:

Public Repositories link:

<https://github.com/GapingPixel?tab=repositories>

>Unreal related Examples< (other non UE related examples on my rep)

-FPS Public example using GAS (details in README)

Github Code: <https://github.com/GapingPixel/NIXFPS>
[Full UE Project](#)

-Third Person GAS Example (several implemented Abilities)

<https://github.com/GapingPixel/GAS-ThirdPerson-Abilities>

-Anticipatory Collision Avoidance (Using MT and Data Oriented principles)

<https://github.com/GapingPixel/Anticipatory-Collision-Avoidance-Unreal->

[Full UE Project](#)

-Lyra FPS Dirty Bomb (Custom Gamemode)

<https://github.com/GapingPixel/Lyra-FPS-DirtyBomb-UE>

[Unreal Files](#)

-Simple Steering Behavior Functions:

[Simple Steering Behaviors Github Example \(UE 5\)](#)

<https://github.com/GapingPixel/ThirdPersonActionGameUE/blob/main/ActionRoguelike/Source/ActionRoguelike/Private/SEnemyCharacter.cpp>

-Wipeout Like Racer code("Antigravity engine")

[AntiGravityEngine - Pastebin.com](#)

-Misc

[GapingPixel/My-Quake3-C-Engine: A 3D engine inspired on the Quake 3 ID Engine. \(WIP\)](#)

[GapingPixel/ECS-Engine: 2D ECS C++ Engine](#)