

NPC Interaction

Description

The NPC Interaction is a feature-rich and customizable system designed to bring NPCs to life in Unreal Engine. With an easy setup and smart configuration options, this system makes it easy to create NPC interaction for any game genre.

Step 1:

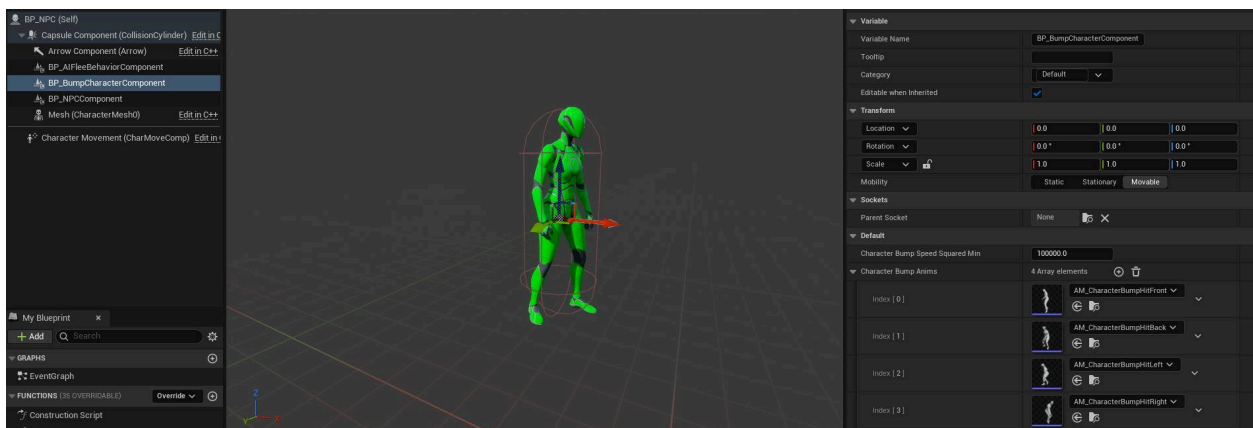
Added BP_NPCComponent to your NPC character and the BT_NPC behavior tree.



Step 2:

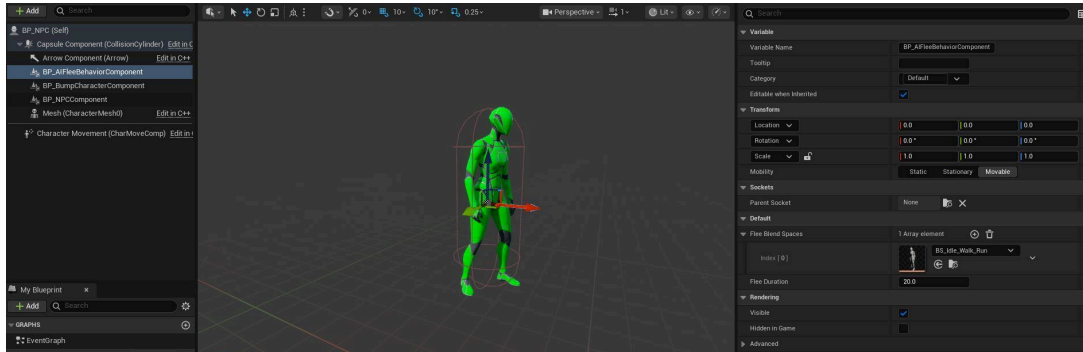
Added BP_BumpCharacterComponent to your NPC character. You can control the NPC bump speed and bump direction animation by index 0 to 3.

- Index 0: Front side bump animation.
- Index 1: Back side bump animation.
- Index 2: Left side bump animation.
- Index 3: Right side bump animation.



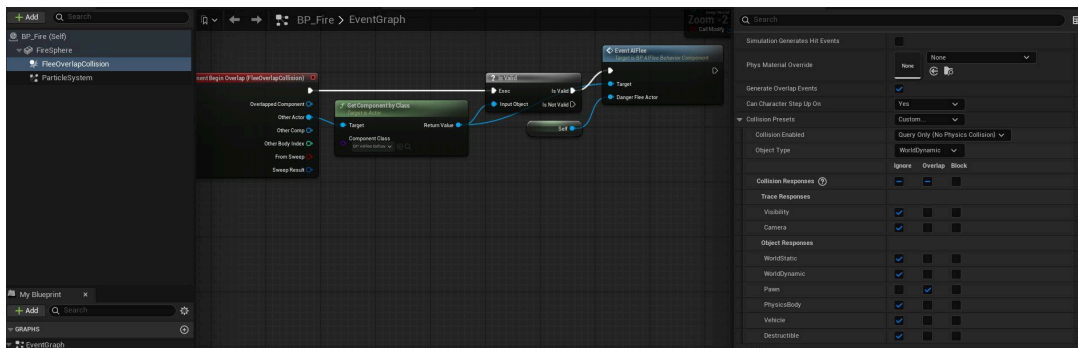
Step 3:

Added BP_AIFleeBehaviorComponent to your NPC character. You can control the NPC flee duration and multiple random flee blend space animations.



Step 4:

Added any overlap collision to trigger NPC "EventALFlee" from BP_AIFleeBehaviorComponent. You can make the NPC flee after the weapon attacks, explosions, monsters and others.



Step 5:

You can use the left mouse button to spawn the actor to trigger NPCs to flee like creating a fire bomb.

