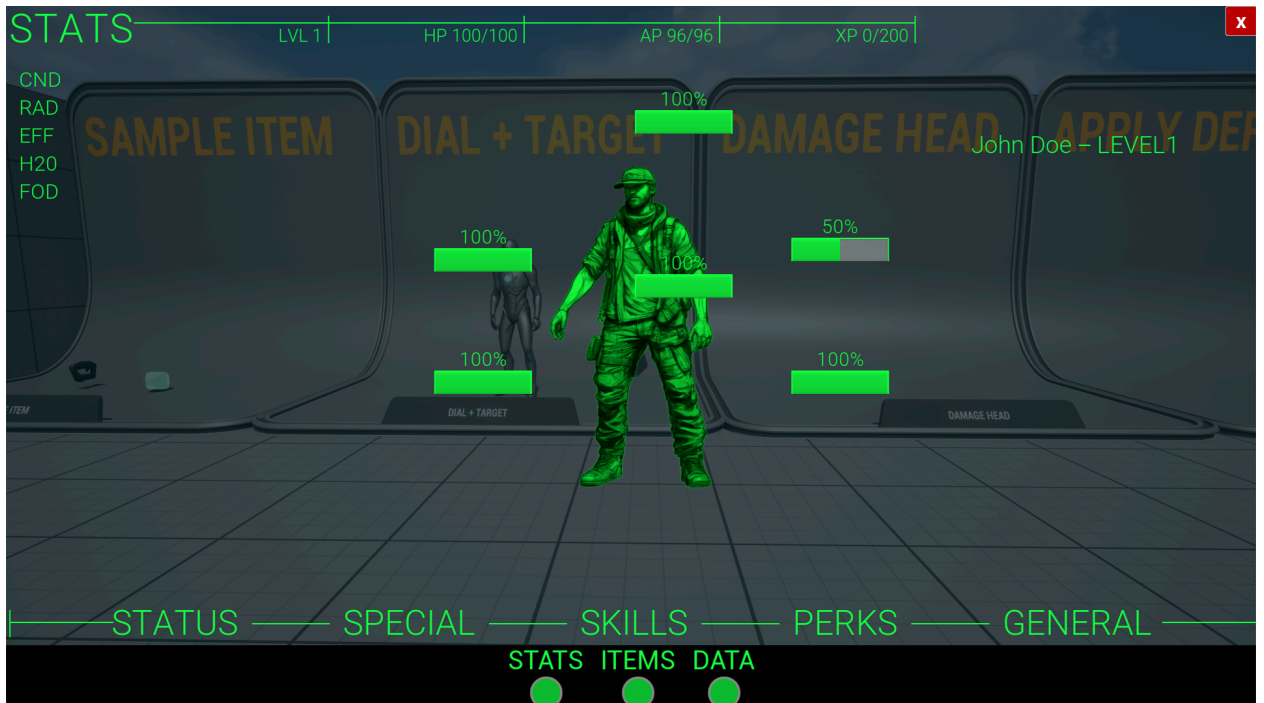


Post Apocalyptic Template UE5 Asset

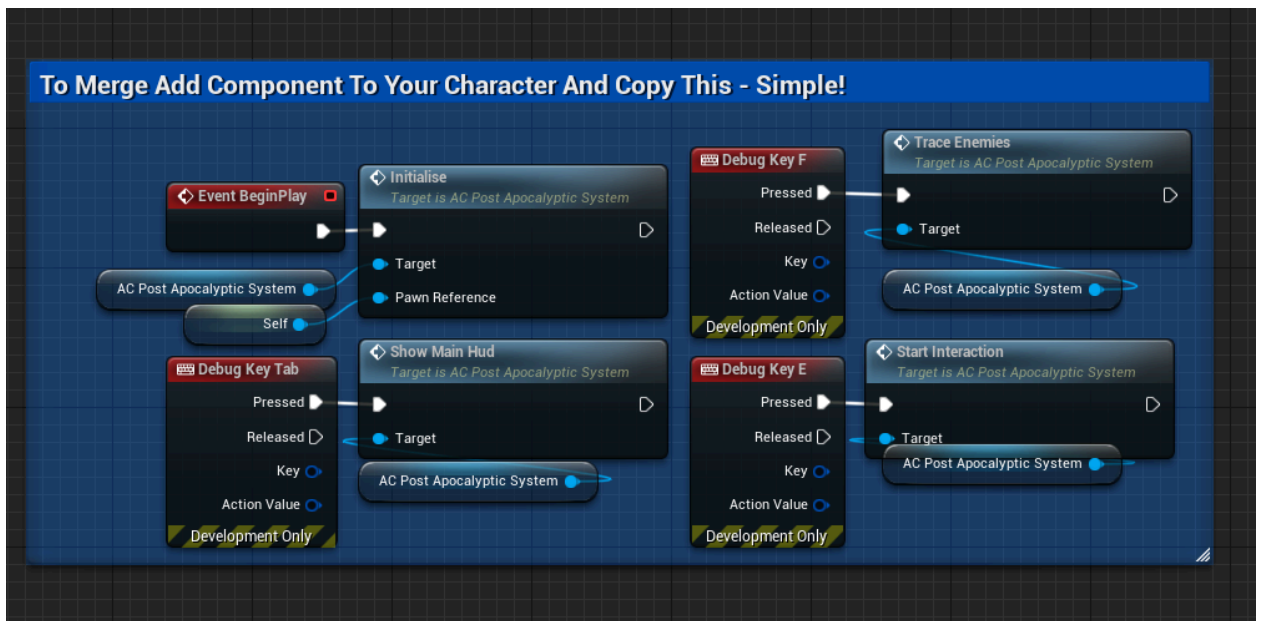


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How Merge This Asset

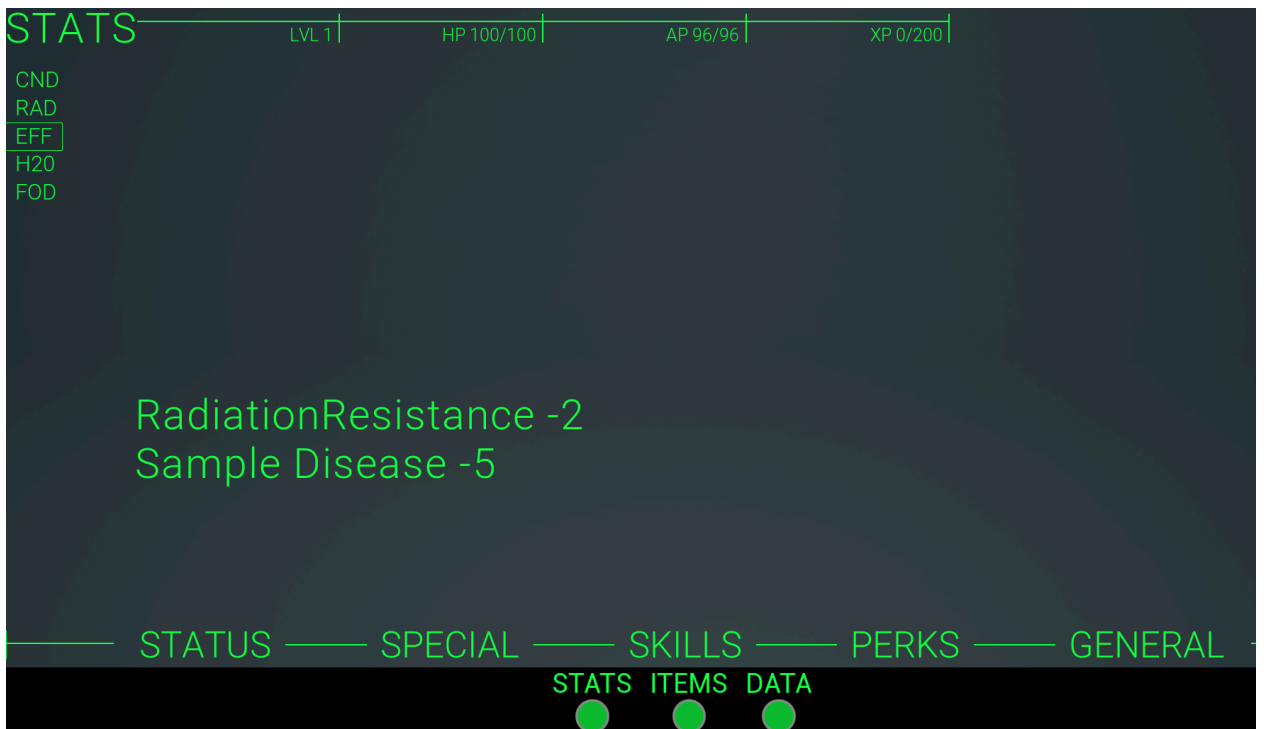
It's simple you just need to add AC_PostApocalyptic to your character and copy this part to your Blueprint Graph



Attributes

All core functionality we can find in **AC_PostApocalyptic** component I divided stats into 3 different variables **StableStats**, **DynamicStats** and **CurrentDeffects**. All of them are map type variable (containers with hashed keys and values)

- Stable Stats: are normally static stats like Perception, Strength that only change by something manual e.g. Level up
- Dynamic Stats: are more dynamic with float values, they are used in limb health system. This system uses head, torso, left/right arm and left/right leg for it
- Current Deffects: there is a special tab that can show dynamic deffects, you can use it to append your own deffects. All of the deffects are displayed under effect tab.



Under the modifier category we can see all functions that allow us to modify a certain value that is stored in Enum as a Key. If we want to add we just leave normal minus, if we want to remove we just add a minus before it e.g. -25.

Statistics will be visible under the STATS tab and related subtabs.



How To Add Stats or Limbs

To add any stat or limb you can use enums: **E_ListOfLimbs**, **E_DynamicStats**, **E_StableStats**

How To Add New Color

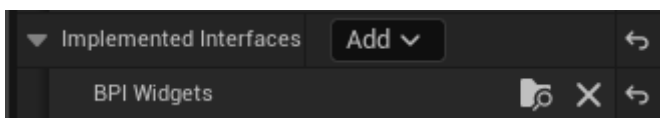
Use **E_Colors** and **DefaultConfig** asset where you can see under Interface tab Mapped Colors. After that use widget that changes colors and add your new button.

How colors dynamically Change All of the Widgets

There is a main empty widget called **_WB_BaseOverlay** that doesn't have all functionality but interface with only one function „SetColor“. You can just reparent your widget and use that event to parse desired color.

All necessary examples you can find in Widget/Main including **WB_BaseBuilder** that will play a builder role for non interactable widgets.

It detects all of the widgets that have an interface called – **BPI Widgets**

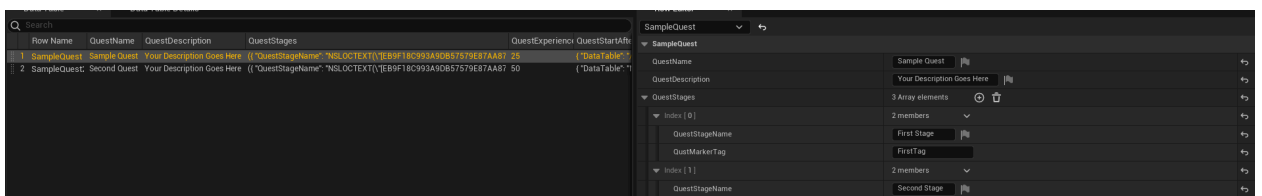


Asset Settings

It's a main asset type that has static values such as mapped colors for each key. We can find there our Character type, Character Image Preset and Character Presets or things related to the level such as Next Level Multiplier, Ability Level Points on Level Up or ShotActionCost. You can adjust these values or duplicate **Default Config** and create your own presets or even dynamically switch between them if you want to create a new difficulty levels.

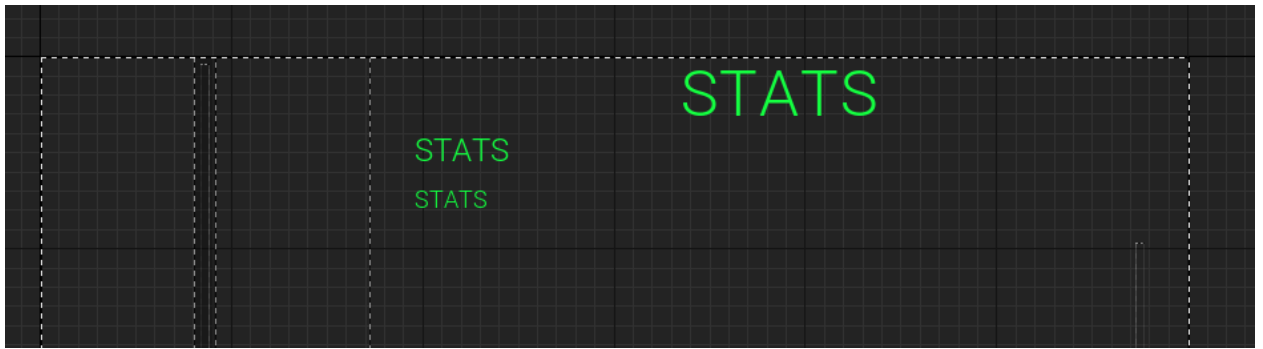
Quest System

To add a new quest you can use **DT_Requests** where you can add your row and then use function from the main component - **AddNewQuest**



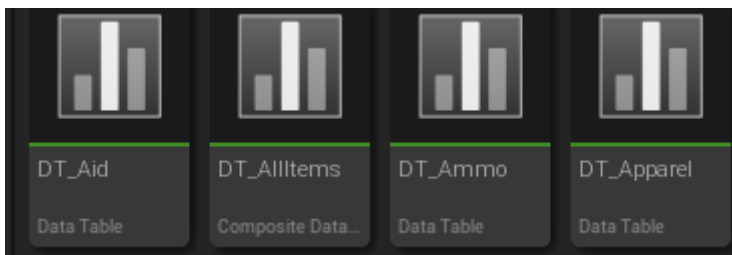
Each stage has its own marker possibility where you can change dynamic position of the widget that is called **BP_QuestDynamic**. You can set how many stages, what markers or what should happen after quest finishes – additional experience or/and new automatic quest. All functions you can find under Quest tab in the main component.

To change Marker UI use **WB_QuestMarker** that is attached to **BP_QuestDynamicActor**. To change quest UI simply use **WB_Quest**. All of the quest are being added dynamically to the scrollbar on the left, and update quest details on the right.

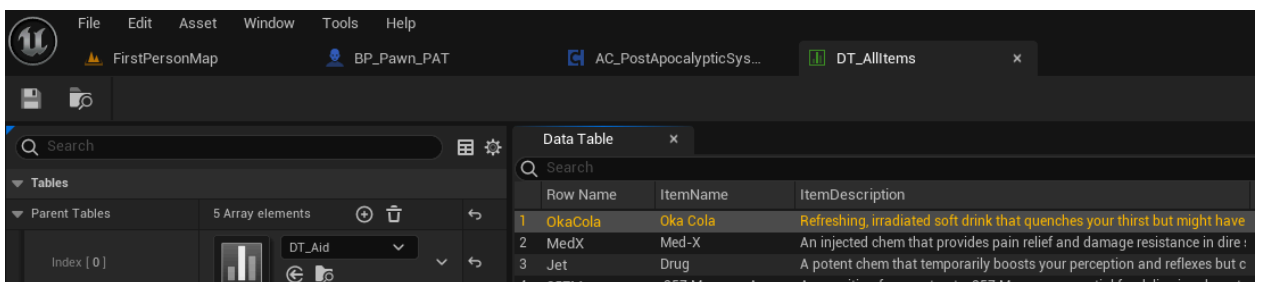


Inventory System

Inventory system is very versatile and driven by only one variable! Just find items variable in **AC_PostApocalyptic** and check functions under inventory tab such as **HasItemAmount**, **AddItemAmount**, **RemoveItem**. To add a new item just add a row in one of the datatables in **Asset/DataTable/Items** - To manage inventory you can only use these three functions. **AddItemByRow**, **RemoveItemByRow**, **HasAmountByRow** functions



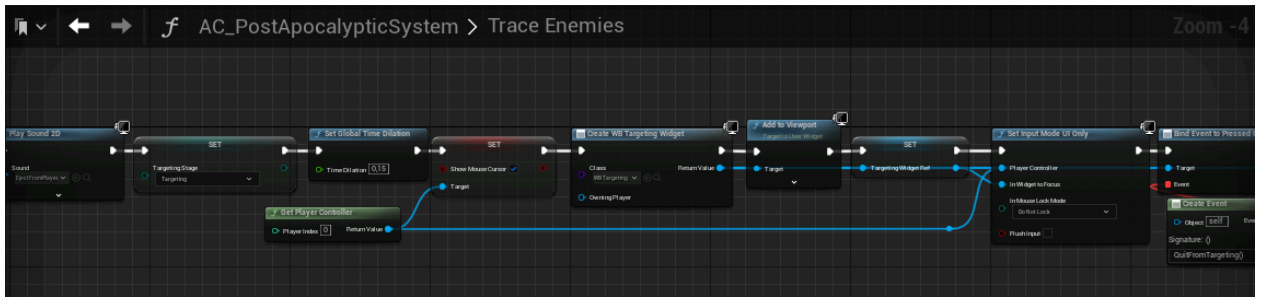
There are divided by categories for better management purposes. There is a composite DataTable called **DT_AllItems** that works as a container for all category DataTables.



There is a single Blueprint that will change its visibility base on selected row (used on the showcase map) – **BP_MasterItem**

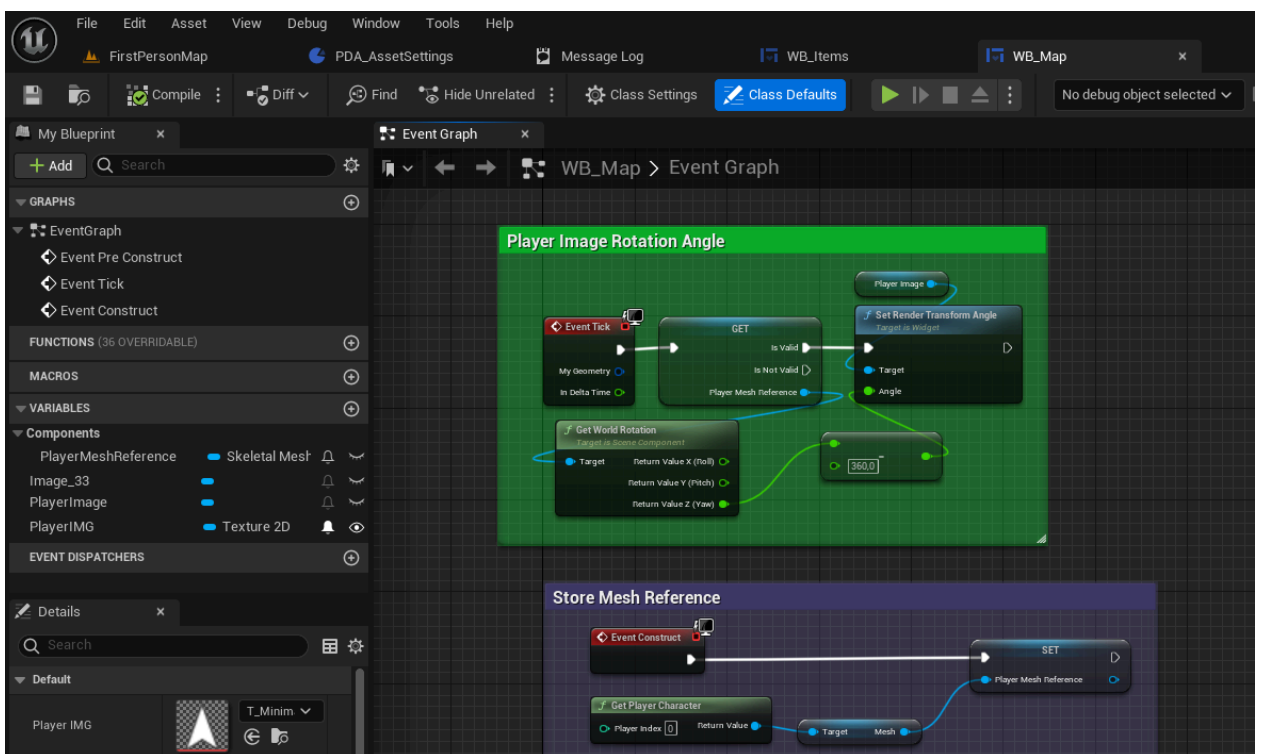
Dynamic Camera Limb System

When we press F we can trace enemies and if there is an enemy in our are it will dynamically blend camera into him and allow us to shot selected limb. All functionality you can find in **AC_PostApocalyptic** component under System tab. It has trace, find nearest actor, shoot response functionality. We use function **TraceEnemies** in **AC_PostApocalypticSystem Component**. You can set up your widget here, time dilation, sound and many other options



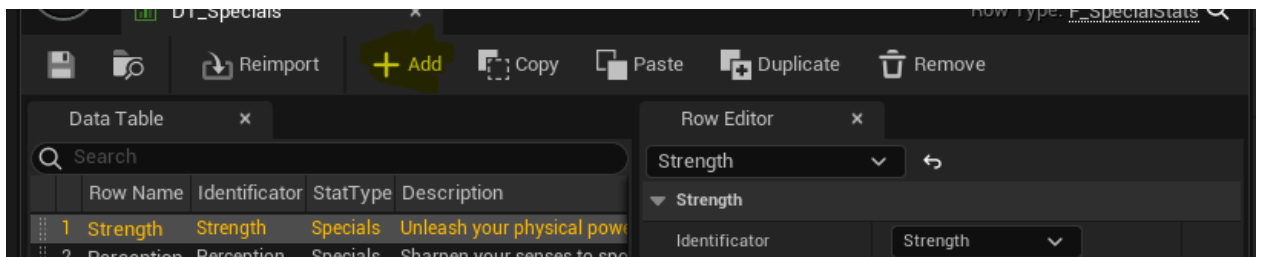
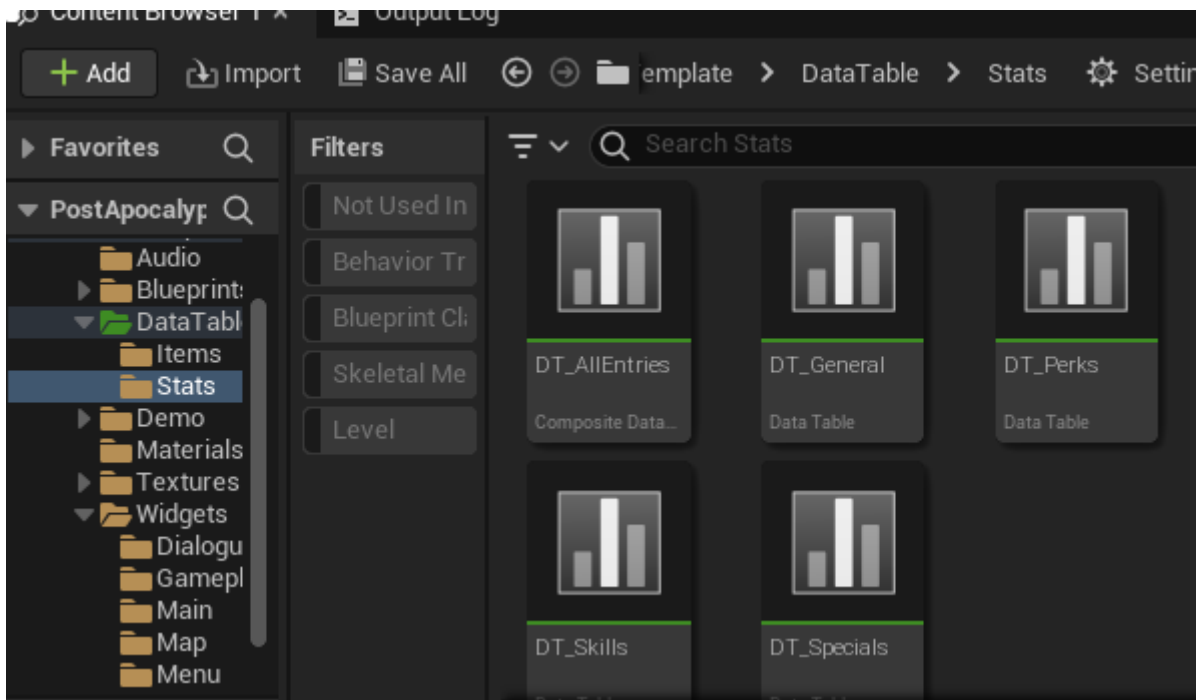
World Map

To change play image position on the map use **WB_Map**. Function uses M_Map material that displays player position in the widget.



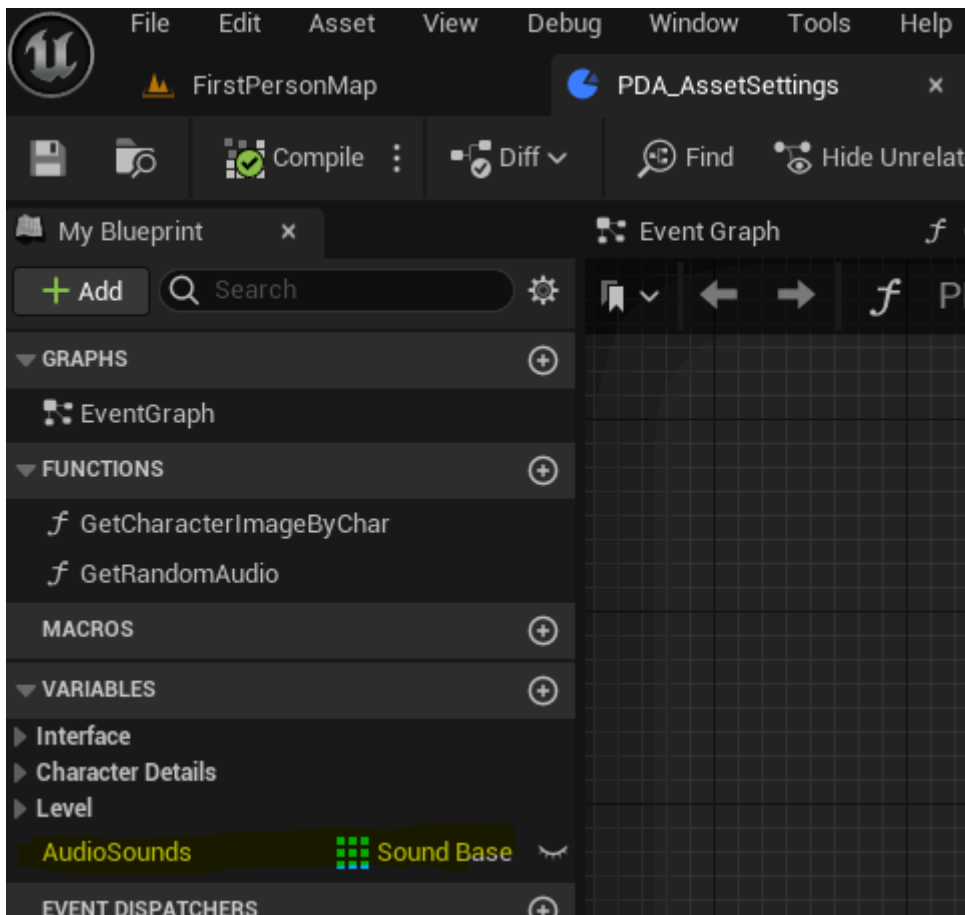
Skills, perks and attributes

To add any skill general, perks, skills or specials you need to add an entry in corresponding datatable in DataTable/Stats



Radio System

To add a new audio head to the **PDA_AssetSettings** and add your new Audio in **AudioSounds** Variable.



How to change UI part of the Asset

- Dialogue – WB_DialogueEntry and WB_MainDialogue allows us to change visual aspect of main Dialogue overlay and Dialogue button response
- Gameplay – WB_Gameplay is a main widget that is displayed when we are exploring
- Main – WB_Base_Overlay and WB_BaseBuilder allows us to build modular panels of the widget. Remember that if something inherits **WB_Base_Overlay** it can be iterated when we change dynamically colors
- HUD - WB_MainHUD – is our central widget that displays all of the statistics that included in the main Component
- MAP – WB_Map – displays scans from the top and then we use its texture in our widget (it's our map system)
- Menu – WB_Data, WB_Items, WB_Stats are main tabs that are attached to the main hud
- Quest – We have two widgets WB_Quest and WB_QuestButton that allow us to use all of its Quest functionality. **WB_QuestMarker** is a widget that dynamicall spawns in the world and changes its position when stage of the quest is changed
- Targeting – Allows us to adjust targeting system. In WB_Targeting you can change its position and button color.