

Advanced FPS Template Projectile Physics & Bullet-Time V1.0

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Document Version: 1.0

Last Updated: July 19, 2025

Thank you for purchasing the Pro FPS Template! This document will guide you through the setup, features, and customization options to help you get started on your game.

1. Installation & Setup

You have two primary ways to use this template, depending on your needs.

Option 1: Use as a Base for a New Project (Recommended)

This is the simplest method. The project is self-contained and ready to be built upon.

1. Unzip the downloaded folder.
2. Locate the **FPSTemplate.uproject** file.
3. Double-click the file to open the project in Unreal Engine. You can now start building your game from this foundation.

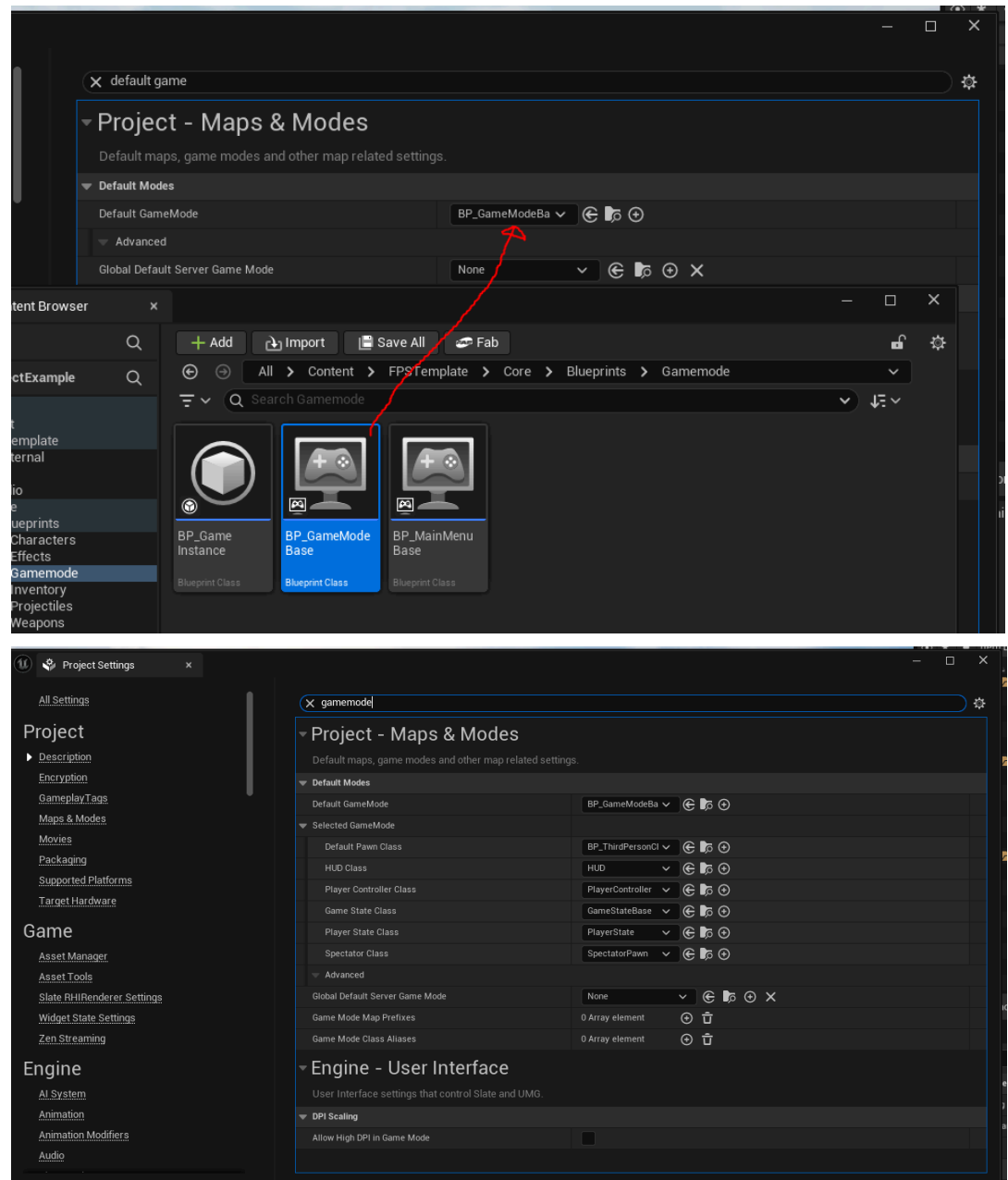
Option 2: Integrate (Migrate) into an Existing Project

This method is for users who want to add the FPS mechanics and features from this template into a project they have already started. **Do not copy and paste folders in Windows Explorer.** You must use the engine's built-in Migrate tool to ensure all asset references are preserved.

Step-by-Step Migration Guide:

1. **Open this template project** (**FPSTemplate.uproject**) in the Unreal Editor.
2. In the **Content Drawer**, navigate to the **Content** folder.
3. Right-click on the **FPSTemplate** folder (the main folder containing all the assets).
4. From the menu, choose **"Migrate..."**.
5. A window will appear, showing all the assets that will be copied. This is normal. Click **"OK"**.
6. A file browser will now open. Navigate to the **Content** folder of **your own project** (the one you want to add the template to).
7. Select the **Content** folder and click **"Select Folder"**.

8. The engine will now copy all the files and their dependencies correctly into your project.
9. **Important Final Step:** Open your project. You will now need to set up the default maps, game modes, and input settings. Go to **Edit -> Project Settings** in your project and configure the following to match the settings from the template:
 - **Maps & Modes:** Set your **Default GameMode**, **Default Pawn**, so it looks like this:



2. How to Customize

Here are guides for the most common customization tasks.

How to Create a New Weapon

1. In the Content Drawer, navigate to `/FPS_Template/Core/Blueprints/Weapons`.
2. Right-click on `BP_Weapon_Base` and select **"Create Child Blueprint Class"**.
3. Name your new Blueprint (e.g., `BP_Weapon_Shotgun`).

3. Key Blueprints & Project Structure

- `/Core/Blueprints/`: Contains all the essential gameplay logic.
 - `Characters/Player/BP_ThirdPersonCharacter`: The main player character. Handles input, movement, and actions.
 - `Characters/Player/Widget`: Contains the Widget Blueprints of the HUD
 - `Weapons/BP_Weapon_Base`: The parent class for all weapons.
 - `Gamemode/BP_GameMode`: The main game mode for the project.
- `/Art/`: Contains all visual assets like meshes, materials, and textures.
- `/UI/`: Contains Fonts that the UI uses
- `/Maps/`: Contains all playable levels.
- `/_External/`: Contains external assets used by this template.