ARPG-Z Project

An ARPG unreal engine template project used as a base for ARPG projects. This pack will be open source allowing anyone to use it. I intend to use this pack to create another full game project after completion of this pack.

# Goals and Objectives

## A combat system with complexity that is easy to implement content

Items & Inventory

Attacks

Targeting

## AI system with basic functionality and in-depth modification

AI Inheritance & Basic types

Components

Behavior Trees

## Interact system allowing different ways to interact with objects

Button Push Interactions

Movement Interactions

Movement & Animation