



THE HORROR FRAMEWORK

is a **Ready to use Game Template**. Which has already **built in Blueprints** such as **Interactable Doors** with **Variety of Doors**, **Flashlight system**, **Health system**, **Ai enemy** and much more.

Just **Create your own Map** or you can use an already built in **Demo blockout map**. And then **drag and drop assets, blueprints** etc. You can find the **documented texts** in every blueprint. which will guide you **how to use it**.

Note- To make the game more professional and polished, use your **OWN ANIMATIONS** and **MESHS**.

So, why waste time by creating all things from scratch, Use **THE HORROR FRAMEWORK** and kickstart your own game.

Thank you,
Mohammed Faisal Siddiqui.

Horror Framework Documentation

1. Introduction

Welcome to the **Horror Framework for Unreal Engine**.

This template is designed to help you quickly create horror games with pre-built systems such as:

1. Ai enemy
2. Ai Jumpscare
3. One code for Interaction System
4. Different types of Doors
5. Main menu, Game over screen
6. Bodycam effect
7. Flashlight pickup and use
8. Interactable light switch
9. Main menu UI
10. Health and Stamina system
11. Ready to use blockout level
12. Sounds, Static meshes, Textures and much more.

This documentation will guide you through installation, project structure, and usage.

Note- This HORROR FRAMEWORK has enabled **ModelingToolsEditorMode** & **GameplayStateTree**.

And for better game looking use your own **ANIMATIONS** and **MESHES**

2. Installation & Setup

1. Download and unzip the project folder.

Open the folder and locate the file:

`Horror_FPS_Template_Ue5.uproject`

2. Double-click to open it in the Unreal Engine [version you support].

If prompted, rebuild project files.

Tip:

Make sure you are using the same Unreal Engine version listed on the Fab page.

Project Folder Structure

Inside the `Content/Horror_Template` folder, you will find:

-**Animations_Characters** /→/Character/Mannequins/Anims
 /Materials
 /Textures
 /Rigs
 /Enemy_Anims/Enemy_Anims
 /Jumpscares_Run
 /ABP_Ai_Enemy

-**Blueprints** /→/Ai_Enemy/Ai_Jumpscares
 /Main_Enemy_Ai/BehaviourTree_Blackboard
 /Tasks

-**Effects** /→ Camera_Shakes

-**Interactable_Objects** /→/Doors
 /Flashlight_Pickup
 /Interactable_Light_Switch
 /Interfaces/Enemy_Attack_Interface
 /Interaction_Interface

-**Main_Menu** /→/BP_Main_Menu_Pawn
 /GM_Main_Menu
 /PC_Main_Menu

-**YouCanDelete_this** /→ Just some TEXTS documentation, which you can DELETE.

- /BP_PC_Controller
- /BP_ThirdPersonCharacter

-/BP_ThirdPersonGameMode

-Input /→/Actions

/IMC_Default

/IMC_MouseLook

-LevelPrototyping /→/Interactable

/Materials

/Meshes

-Maps /→/Demo_Showcase

/Main_Menu_Map

-Materials /→/Bodycam_Effect

-Sounds /→/Flashlight ON OFF

/Footsteps

-Static_Meshes /→/Demo_Map_Assets

/Door_Single

/Flashlight

/Hiding_Door

/Key_Button

/Squeeze_Through_Wall

-Textures /→/Interact_Icon

/Splash

-UI /→/Fade_Out

/Game_Over

/Health_Stamina

/Main_Menu_UI

4. How to Use the Template

4.1 Playing the Demo Map

1. Open the [Maps/Main_Menu_Map](#)
2. Press **Play**.
3. Explore the environment to see all mechanics in action.

4.2 Player Controls

- **WASD** → Move
- **Shift** → Run
- **E** → Interact
- **LMB** → Flashlight

4.3 Adding Mechanics to Your Own Map

1. Create a new level.
2. Drag & drop the **Player Character Blueprint** into your new map.
3. Place interaction objects (doors, items, etc.) from the [Blueprints/](#) folder.
4. Play the level and test.

It's very easy to use blueprints from our Game Template.

5. Customization

Change Player Settings

- Open `Blueprints/BP_PlayerCharacter`.
- Modify movement speed, stamina, or flashlight options.

Add New Interactable Objects

- Create a BLUEPRINT ACTOR, and add BPI INTERFACE into that BP. By going in CLASS SETTINGS you can find an option as ADD IMPLEMENTED INTERFACE, there you can select it.
After that on LEFT MID SIDE you can find INTERFACES options above the variables section, DOUBLE CLICK on it and add your desired code to it such as if player interacted then destroy actor, etc.
- Customize it with your own mesh, sound, or behavior.

6. Troubleshooting

- **Game doesn't open?** → Make sure you're using the correct Unreal Engine version.
- **Missing textures/materials?** → Right-click on the Content folder → Fix Up Redirectors.

7. Documentation & Support

For additional help:

- You can DM me on my Instagram
[@5_salsiddiqui](#)

Or

Mail me : [Faisal Siddiqui](#)

- Contact: faisalsiddiuixd@gmail.com

I'll try my best to be available for you. **THANK YOU!**

**Thank you very much for
Purchasing the TEMPLATE!!!**