

# TPS Character System. Updates List

Current Version 1.4.1

## Update 1.4.1

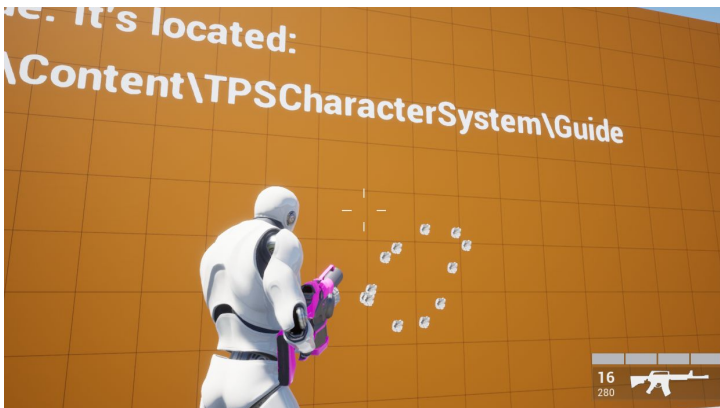
- Added the ability to side movements (A & D inputs) in the sprint state.
- Reported bugs is fixed.
- Improved technical logic of common systems.

## Update 1.4

- The system is refactored to facilitate and speed up production of a future updates and integration of other systems into the product.
- Updated the player hud. Added weapons icon.



- Added basic AI. This ai have the opportunity to find targets, check and find nearest target and shoot. Also, the AI can move to a target if a distance is longer than attack distance.
- Improved shooting effects. Added scorch mark.



- Fixed bugs. All systems are improved.

## Update 1.3.1

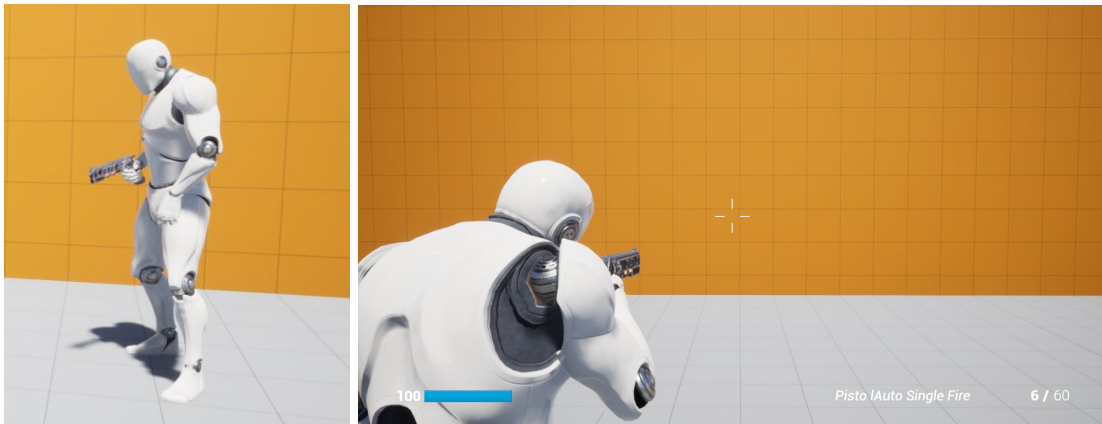
- The ability to pick up weapons in the minizoom & shooting state is disabled.

- Reworked the structure of the weapon templates folders to reduce the path length of the file
- Updated the guide. Added section with config settings for main menu.

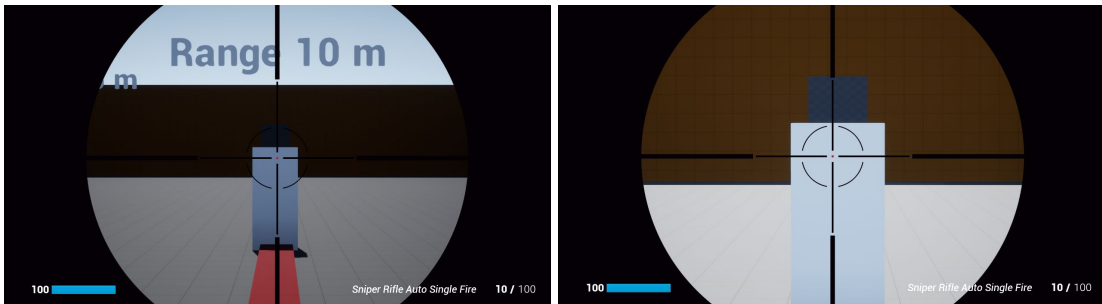
## Update 1.3

### New Features

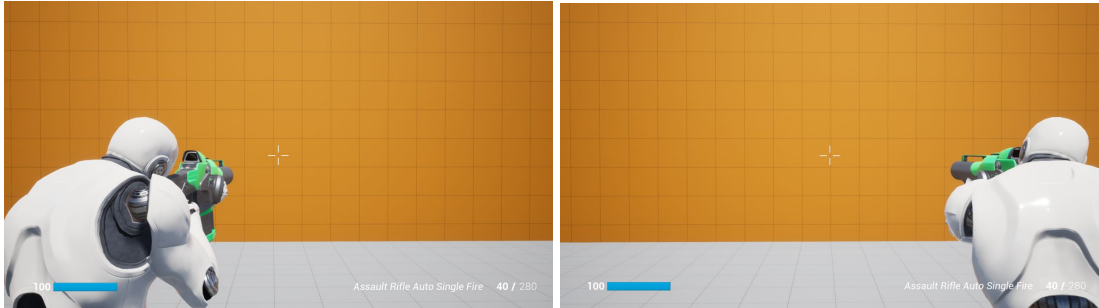
- **Pistol.** Added new pistol weapon type. For this weapon type have created new locomotion logic.



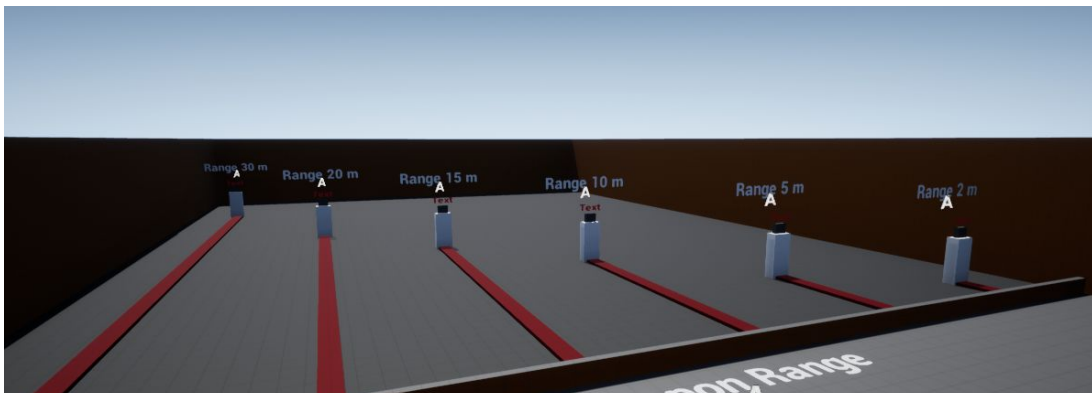
- **Shotgun.** New shotgun weapon type uses multitrace system based on spread mechanic for creating shooting mechanics of shotguns.
- **Sniper Rifle.** Added new sniper rifle weapon type. For this weapon type have added scope mechanics with zoom logic.



- **Crosshair with Hit Notification.** When a player damages an opponent on the crosshair additional elements appear for hit notification.
- **Melee Attack.** Added melee attack feature.
- **Jump.** Added jump logic.
- **Camera Mirror.** Created camera mirror feature. Camera mirror can be used in all camera states.



- **New Simple Main Menu with Lobby.** The main menu is completely updated. The logic of the Lobby is added.
- **Shooting Range.** On the test scene, shooting range was created for testing and tuning weapons.



- **New Bonus Weapon Modes. Xenon Hand Revolver.**



## Fixes & Improvement

- The value of the weapon damage is rounded to the integer now.
- The system of causing damage from weapons and miles is connected to the default engine system of damage.
- Fixed the bug where the character could not climb on second low cover, after climbing to a first low cover.
- Redesigned camera preset controller for easier camera setup.

- Added the simple respawning system for the character in spawn points, and not in the place of death. The character will not spawn in the spawn point, which is occupied by another character.
- Fixed the bug where with the quick killing of several characters, some of them could not respawn.
- Fixed the bug that changing or hiding weapons do not stop the shooting.
- Fixed the character's locomotion when moving to the floor state, when a lunar gait appeared.
- The system of footsteps events has been created.
- Solved the problem with interaction with Trigger Volume.
- All weapons classes were reconfigured. Especially the damage and the curve of damage.

## Update 1.2.1

### New Features

- **Weapons PickUps.** Created pickup object, which could be placed on a level.
- **Join & Host Menu Bonus.** Added join & host menu as free bonus. This menu base on lan type connection.
- **Two Bonus Weapon Model.** Added two weapons models as free content. This model is demonstrated of weapon direction system with other weapons model.

### Fixes & Improvement

- The bug is fixed, when player can damage self.
- Some bugs of the locomotion system and network logics is solved

## Update 1.2

### New Features

- **Primary and secondary weapons.** Created primary and secondary weapons slots. Added features for swap of weapons. Input is binded on Q keyboard button and Gamepad Face Button Top. For swap need tap of the button.
- **“Without weapon” state.** Created new character state without weapon. There is properties, which determines the characters states on spawn: with weapon or without weapon. All locomotion features is affected if the character has “without weapon” state. You can switch to this state by hold the swap weapon button (Q / Gamepad Face Button Top)

- **Additional crosshair.** Crosshair changes to another when the character can not shoot.
- **Smooth start and stop of movement.** Created system of smooth start and stop of movement of the character.
- **Weapons recoil animation.** Added the deviations of the weapons model at a recoil. For creating more feeling.

## Fixes & Improvement

- Improved settings of locomotion and speed properties in blend spaces.
- Weapon direction system is completely reworked. The weapon is not rotation to another side, when the camera moves violently. Weapon direction changes smoothly when changing from a long-range target to a nearer one or vice versa.
- Some bugs of the locomotion system and network logics is solved.

## Update 1.1

New Features Video: <https://youtu.be/yNOz1nvDWQ0>

## New Features

- **New Weapons Types.** Created new weapons types: burs fire, single fire and auto single fire. The system included:
  - **Auto Fire.** Continuous shooting with a clamped trigger.
  - **Single Fire.** Weapon that fires single shots. Play animation twitch shutter after each shot.
  - **Auto Single Fire.** A weapon that fires single shots. A cartridge in a barrel is brought automatically after each shot
  - **Burst Fire.** Several shots for one click of a trigger. In this case, with a rapid successive second push - a weapon remembers that it is necessary to produce a second shooting cycle.
- **Animation of death and character respawn.** Created animation of death and character respawn at the death point.
- **Front Checker System.** This system solve the problem of shooting from jamb of wall. Character has the animation state “near wall” and can’t shooting if character is near wall.

## Fixes & Improvement

- Improved mechanics of calculation a speed of reloading based on a weapons settings.
- Character can’t shooting in jump over or climb
- Weapon Direction System is disabled in weapon reload state. This fixes for solve of animation problem.

- Character don't transition to floor state if have shooting state without minizoom in low cover.
- Character's overhead text was deleted.
- Added blood sfx if character is damaged

All changes in the blueprint is marked pink color.