Melee Combat System

First, thank you for purchasing our **Melee Combat System** asset!

Looking to add dynamic and immersive melee combat to your game, similar to what you see in titles like Assassin's Creed, Batman Arkham, etc.? Then this is the perfect asset for you. With this asset, you can create a free-flow combat system with features like combos, takedowns/finishers, counterattacks, block/parry systems, free-flow enemy AI, motion warping, etc.

Key Features:

- **Intuitive Attack & Combo Editor**: Design and customize attack sequences and combo chains directly from the editor, making it easy to create a unique combat style for your game.
- **Advanced Enemy AI**: Develop intelligent enemy behaviors where opponents tactically circle the player and attack one at a time, enhancing the realism and challenge of combat encounters.
- **Synced Reactions for Takedowns/Finishers**: Utilize our synced reaction feature to choreograph smooth and impactful takedowns and finishers, adding a cinematic touch to your combat sequences.
- **Motion Warping**: Ensure precise and natural movement during attacks with our motion warping feature, which adjusts the attacker's position for a seamless strike.
- **Adaptive Attack Selection**: Characters automatically choose different attacks and combos based on contextual factors like distance to the target and the target's health, ensuring varied and unpredictable combat.
- **Block/Parry System**: Implement a robust defense mechanism with our block and parry system, allowing players to strategically defend against incoming attacks.
- **Counter System**: Enhance your combat with a responsive counter system, enabling players to turn the tide of battle with well-timed counters.

Elevate your game's combat mechanics with our Melee Combat System and give your players the thrilling, free-flow combat experience they crave!
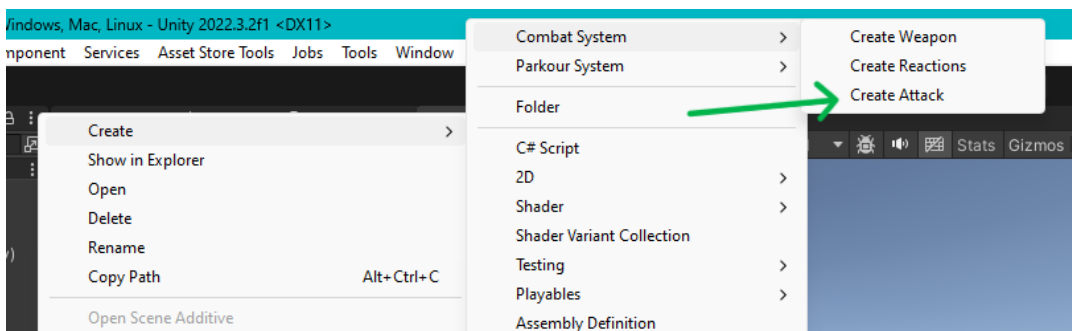
Quick Start

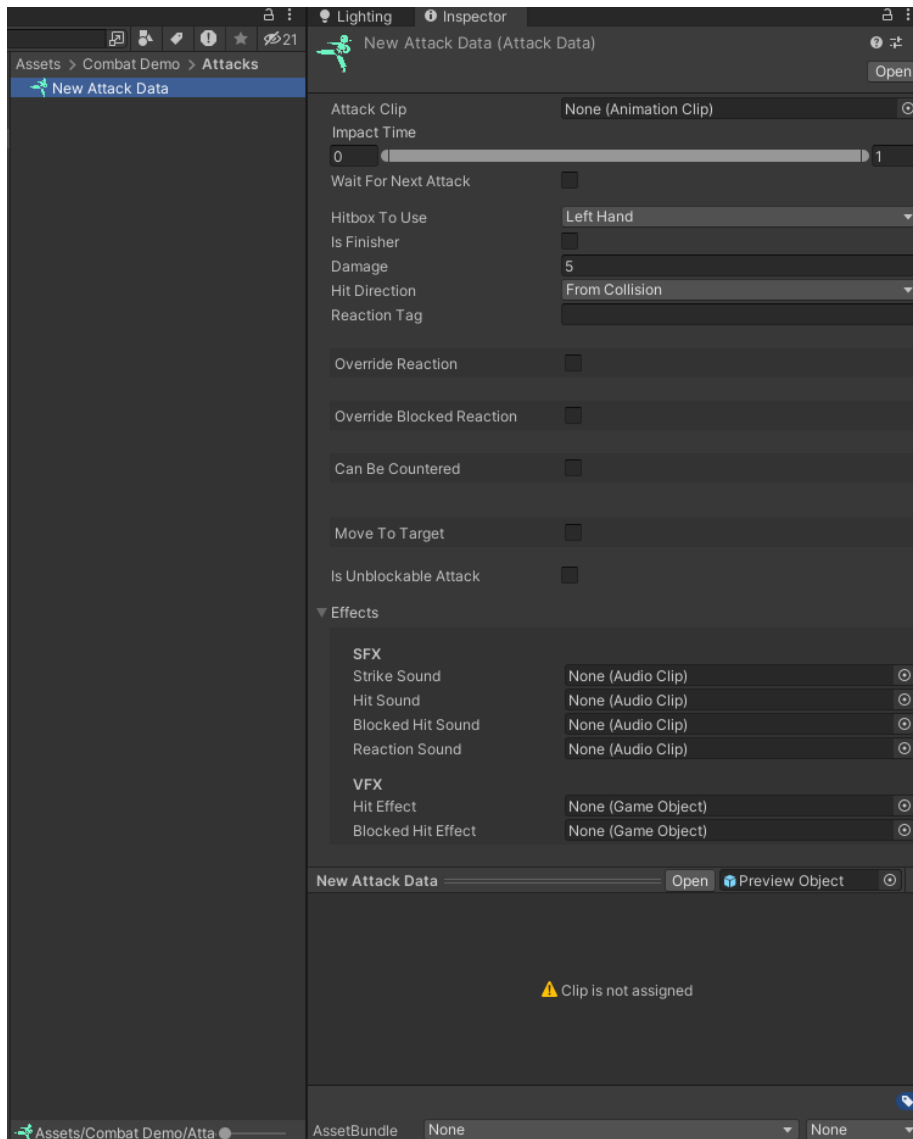[Melee Combat System Tutorial (youtube.com)](youtube.com)

Create Attacks

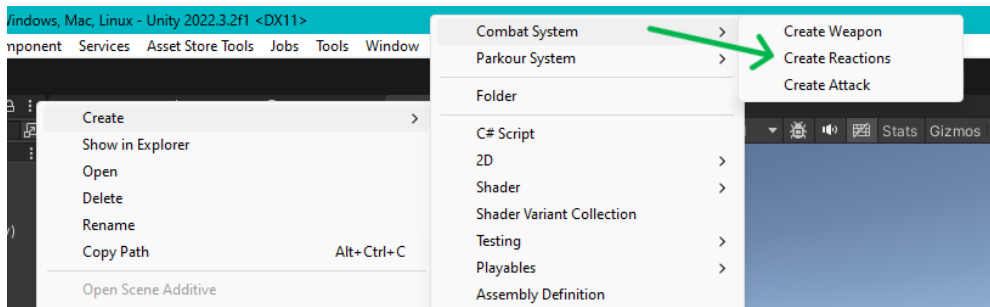You can create attacks by going to Create > Combat System > Create Attack.

Attack Data

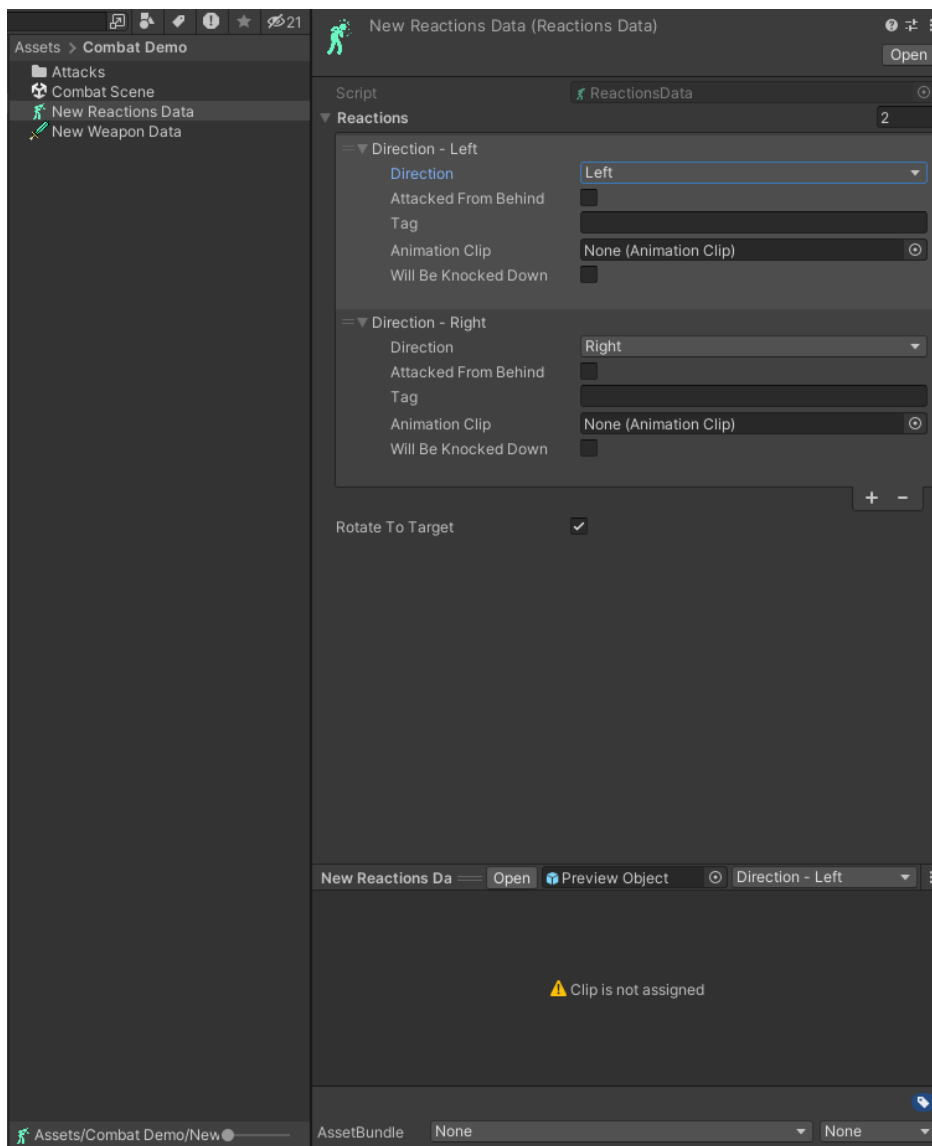Assign the fields according to your preferences.

Create Reactions

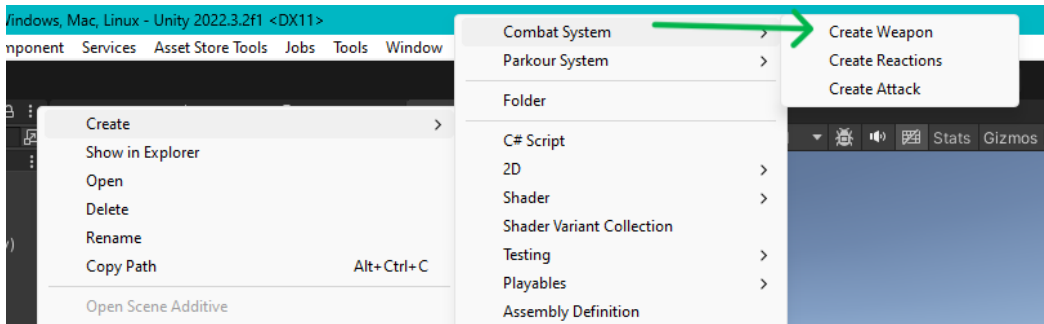You can create Reactions by going to Create > Combat System > Create Reactions.
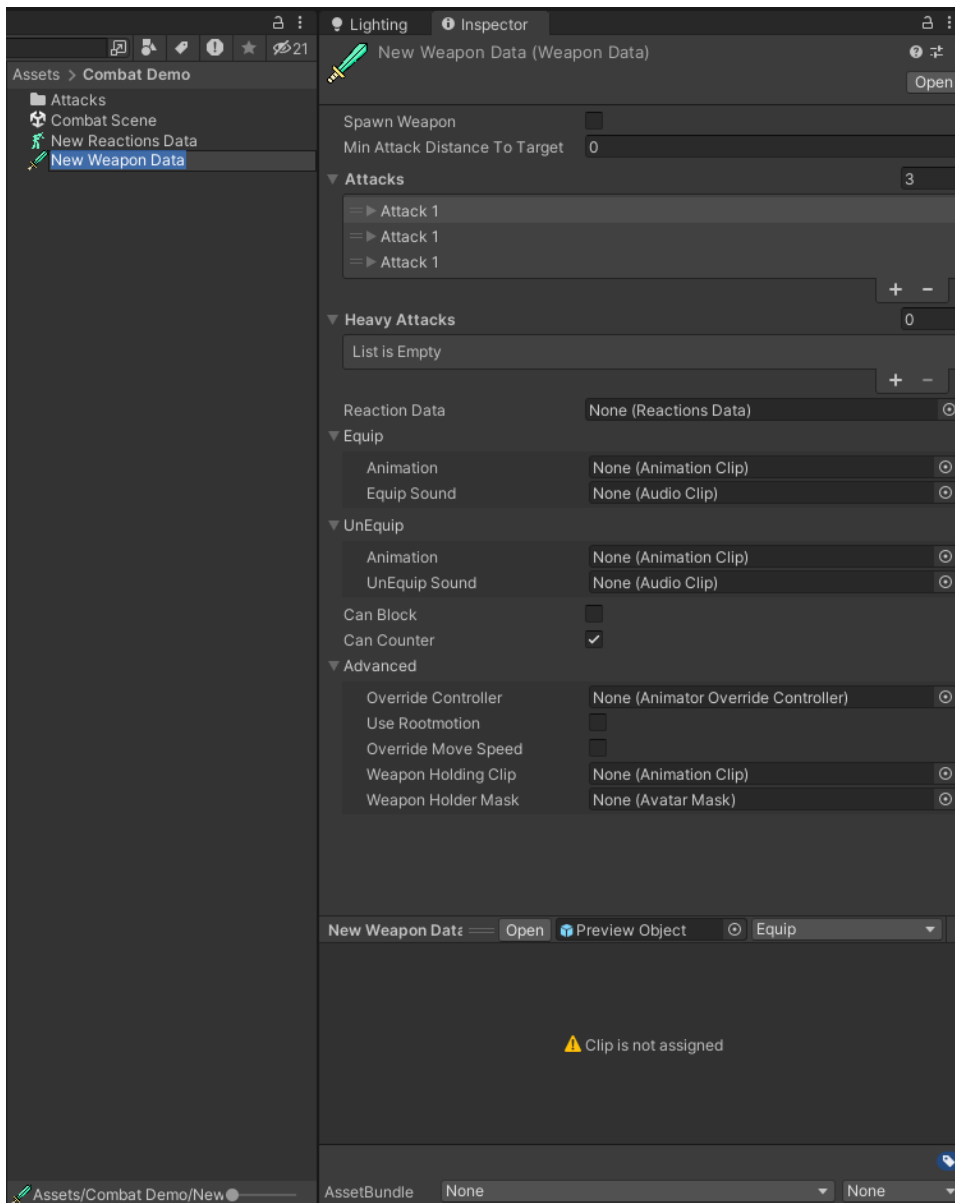
Reaction Data

Assign the reactions according to your preferences.

Create Weapon

You can create Weapon by going to Create > Combat System > Create Weapon.
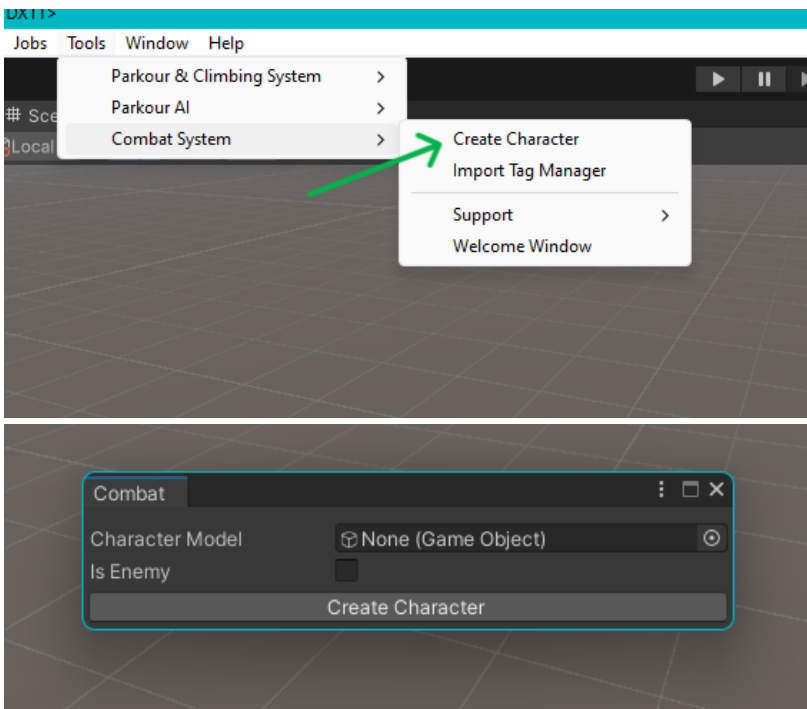

Weapon Data

Assign the fields according to your preferences.

Create Character

To access the "Create Character" window, follow these steps:

1. Navigate to the `Tools` menu.
2. Select the `Combat System` submenu.
3. Click on the `Create Character` menu item.

Next, you should assign the model to the "Character Model" field and use the checkbox to specify whether it's for an enemy or player character. Then click the "Create Character" button
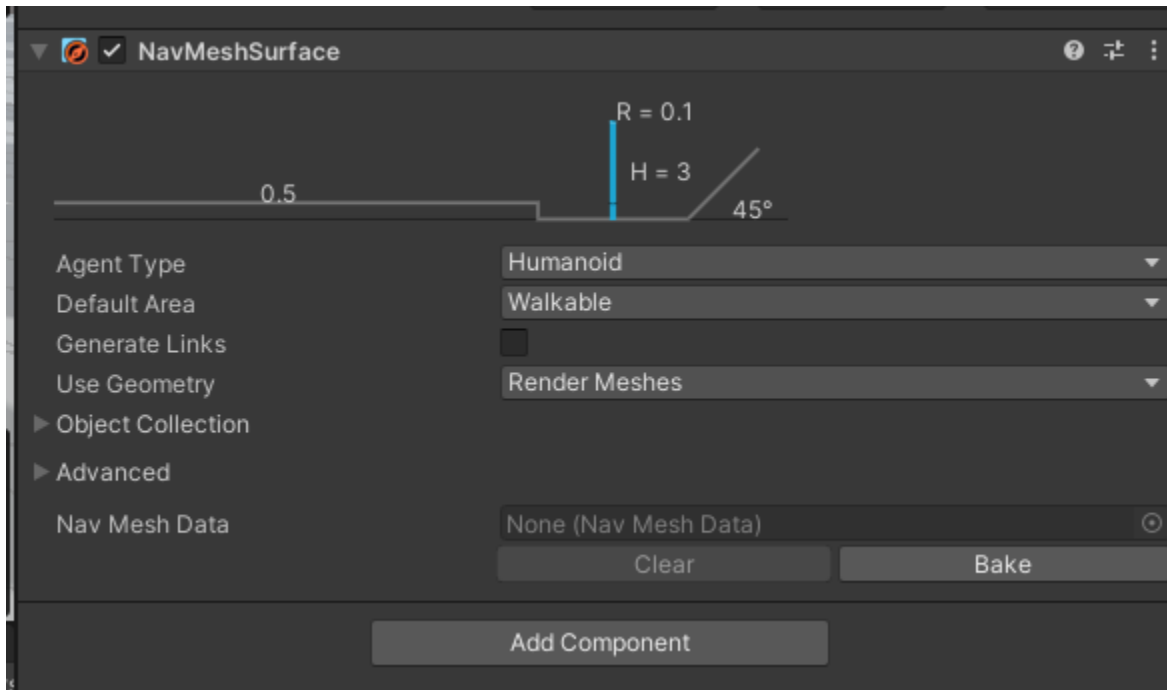
Melee Fighter Setup

This script handles the attacks for both the enemy and the player. You must assign the **Weapon** and **Death Animations**, while other fields can be filled according to your preference.
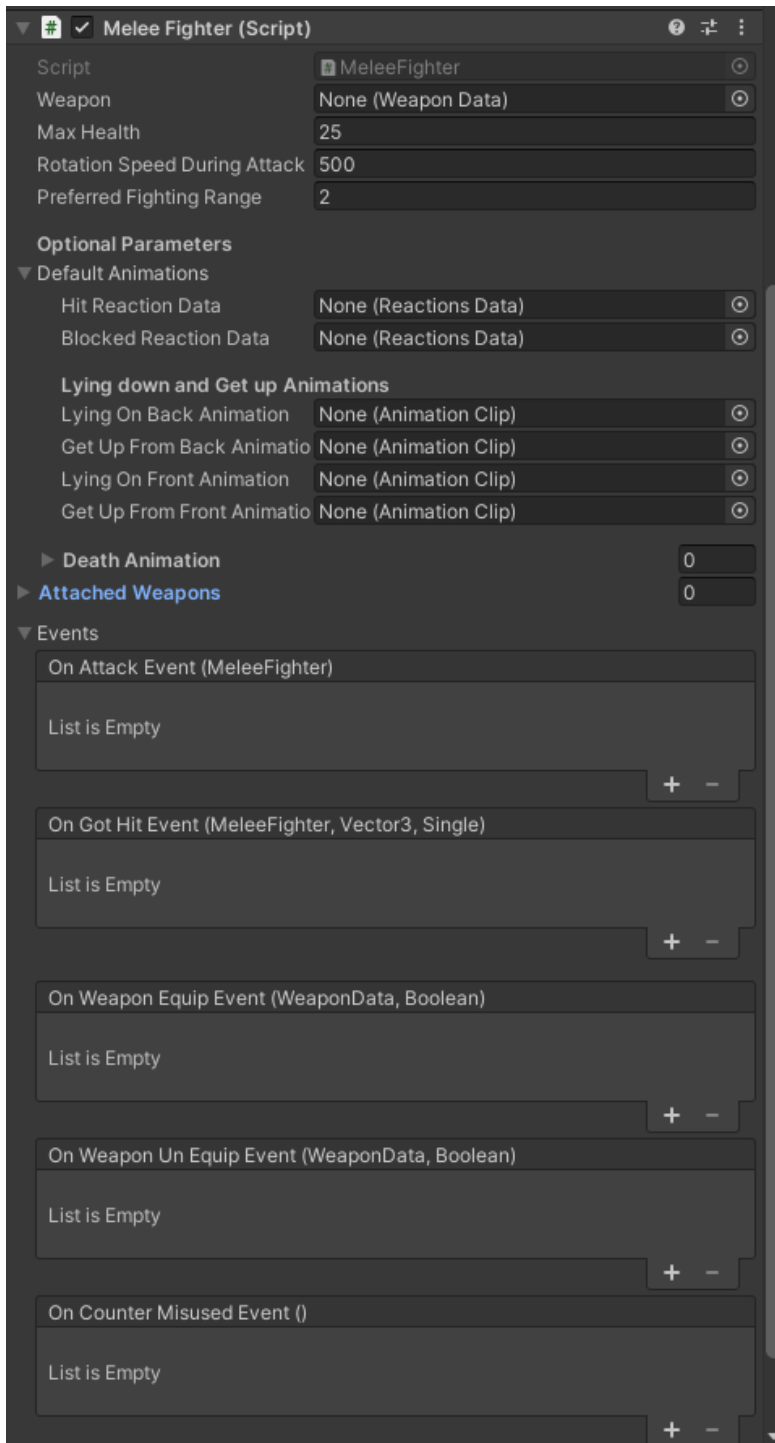
Navmesh Surface Setup

First, you need to create an empty object and add a **Navmesh Surface** component to it. Configure the necessary values, then click the "Bake" button

For more information about NavMesh surfaces, you can find additional details here

For more detailed documentation of **Melee Combat System**, please check it out here.