www.MocapOnline.com
https://mocaponline.com/products/ue4-mocap-mp-tps-blueprints-free-demo

MP_TPS_Template - PLAYABLE DEMO
Version: MP_TPS_Template_XXXXXX_418

NEW UPDATE - Version 2
UE4 Engine 4.18 - 4.19
NEW and ENHANCED FEATURES INCLUDING:
Gravity/Velocity based falling damage for Player
Moving/Rotating Platforms and Elevators
Acid Pools that cause progressive damage with audio feedback
Massively redone "TestMap" Level with expanded Ramps and SkyWays, Lookout Sniper Tower, New Audio, and many new entertaining things and places to see and explore.

!!!!!***IMPORTANT!!!***!!!!!

All players must be using the same "XXXXXX_418" version .EXE
Different/older versions are not compatible with one another, please make sure all participants have the same current version download.

FREE Playable Demo for Multiplayer Third Person Shooter Blueprints
This a demo of a template to make your own game.
PROJECT VERSION and Full Details:
https://mocaponline.com/products/ue4-multiplayer-third-person-shooter-blueprints

Build is for Win64

FWIW - I HIGHLY RECOMMEND you play the "game" solo first (Host Game) and explore the entire level. Take in all the sounds, surprise and subtleties to be found all over the map and different environments, soak it all in. IT IS A HUGE MAP.

For Internet Play:
Run MP_TPS_Template.exe (For solo play as well)
Must have Steam running in the background.
Steam>Settings>Downloads>Download Region - Typically must be set to the same City.

WORD TO THE WISE!!!

Anyone can Host a Game/Server. HOVEVER, the power/speed and internet connection of the Host can definitely adversely affect player experience/ animation lag/ performance glitches, etc. - as usual in Multiplayer games.
Demo limited to 8 players - for above reasons.

NOTE: ***Play over LAN as well - Click "Steam Enabled" to toggle to "LAN Enabled"

Happy Fragging!

There are In Game Instructions on walls all over the map if you forget how things work, but read them here now ...

BEFORE YOU START:

STATION INSTRUCTIONS
To Select Different Primary Weapons:
Stand on Platform.
Have Primary Weapon In Hand. Pistol Holstered.
Press 1-5 to Select.
1 = Assault Rifle
2 = Burst Rifle
3 = Shotgun
4 = Beam Gun
5 = Launcher

UNIVERSAL AMMO PICKUPS
All Ammo Pickups are for All Weapons.
However, They Replenish Only the Current
and Specific Primary Weapon or Pistol in Hand.

HEALTH PICKUPS
Smaller Pickups Give Less Health.
Bigger Pickups Give More Health.

PLAYER CONTROLS:

M = Toggle Quit Game Button
WSAD = Movement
Mouse = Look
Spacebar = Jump
C = Crouch
L_Shift = Sprint (Relaxed Only)
L_Ctrl = Walk
R = Reload
Q = Toggle Weapon to >Pistol>Primary>
R_Mouse Button = Toggle >Aiming>Relaxed>
(Sprinting/Faster Movement is Possible Relaxed)
L_Mouse Button = Fire Weapon
M_Mouse Button = Toggle Scope
(Scope Only on Burst Rifle for Demo)
P = Respawn Player

WHAT IS IT?

BASIC DESCRIPTION:

UE4 3rd Person Shooter: Blueprints & MoCap Animations
Network replicating multiplayer 3rd person shooter. Includes master blueprints for all assets; 3D characters, demo level, weapon and projectile system, character animations & controls. Demo level playable via LAN or Steam. A starting point to build you own game.

This is a FREE playable full demo of the "TestMap" included with the Blueprints.